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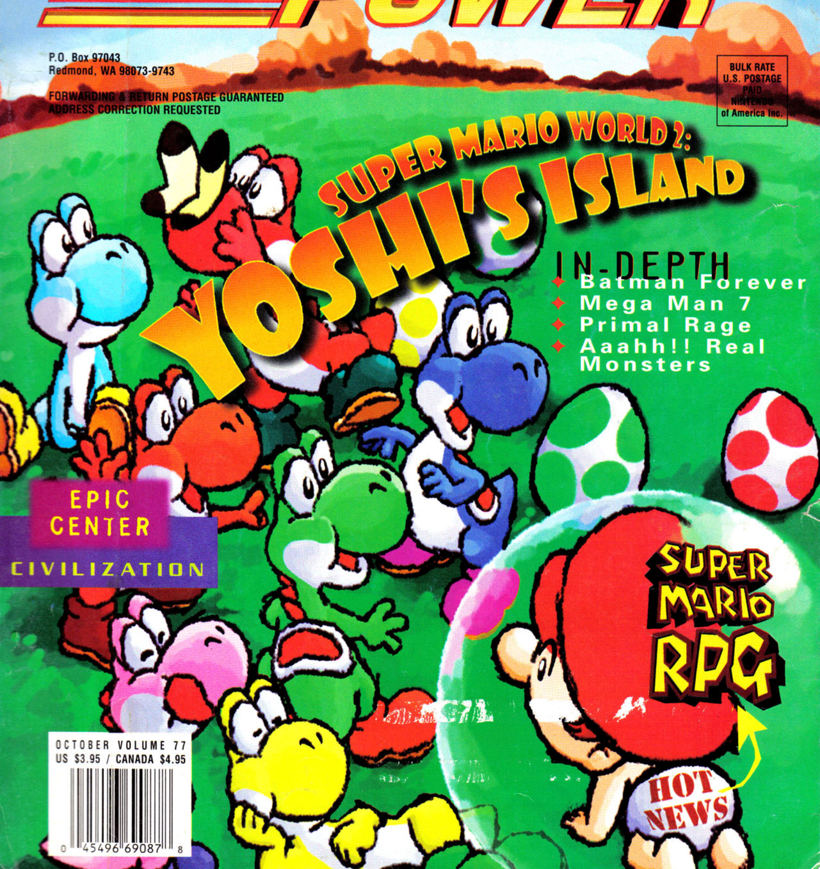


SUPER MARIO WORLD 2: YOSHI'S ISLAND

IN-DEPTH
- Batman Forever
- Mega Man 7
- Primal Rage
- Aaahh!! Real Monsters

EPIC CENTER
CIVILIZATION

SUPER MARIO RPG

HOT NEWS

OCTOBER VOLUME 77
US $3.95 / CANADA $4.95

0 45496 69087 8

SURVIVAL IS A NATURAL INSTINCT. SO IS CURIOSITY.

KILLER INSTINCT
Nintendo
PLAYER'S GUIDE

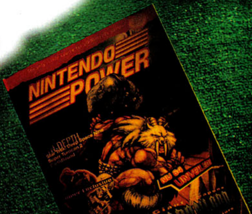
(Avail 9/1)

SPINAL
60
CINDER

Survival. Sure, it's a nice way to spend the day. But, it's also pretty boring. The excitement is out on the edge. In the land of the great unknown. And all you need to get there is a large dose of curiosity. But to assure a successful trip, it helps to have a few answers for the really tough questions. This is where *Nintendo Power*® magazine comes in quite handy. For a mere eighteen bucks* and a quick call to 1-800-255-3700, *Nintendo Power* can get you out of a jam and way beyond the high score. It's full of info about stuff like new games, new strategies, and tricked-out fighting moves. Subscribe now and you'll get a free Killer Instinct Player's Guide**, worth eleven stones, that tells you how to have even more fun with a bunch of sweet moves like double-hits, ultra combos, and combo finishers. More answers. More fun. More reasons than ever to send in this card. More. More. More.

NINTENDO POWER®

COMBO
62
FULGORE
ULTRA



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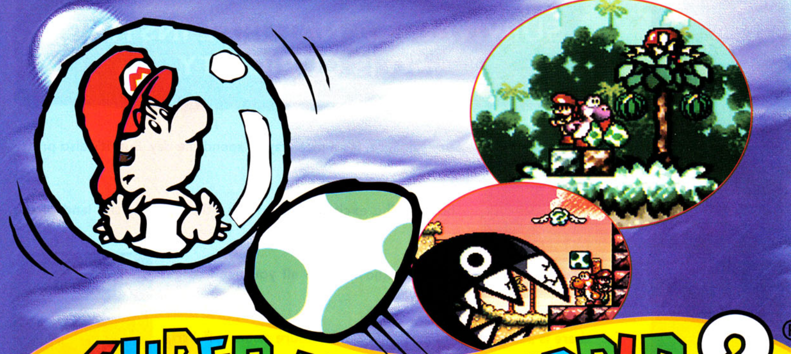
* Canadian residents pay $25.

** KI Player's Guide available September 1. Allow three weeks for delivery.



SUPER MARIO WORLD 2 YOSHI'S ISLAND®

Here it is—the complete coverage of Mario's newest adventure! As you'll see, the Yoshies have their work cut out for them when Baby Mario drops in for a visit.

10

BATMAN FOREVER

The Riddler has teamed up with Two-Face, creating a two-man crime wave that threatens to overwhelm Gotham City! Fortunately, Batman has a new partner himself: Robin, The Boy Wonder. Acclaim has loaded up the action game based on the hit movie with dazzling, hologram-like characters. Check out the maps and inside info in our exclusive eight-page review!

BATMAN
STANDARD
OPTION
ROBIN
STANDARD
OPTION

30

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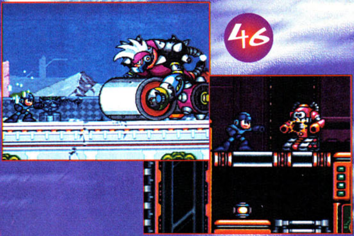
MEGA MAN 7

Capcom's tiny but tenacious hero returns to the Super NES in yet another action-packed, platform game that includes a full complement of mechanized marvels. This time he's up against a maniacal new band of baddies, all products of Dr. Wily's sinister and sadistic imagination. Don't miss the classic Mega Man action, beginning on page 46.



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SUPER MARIO RPG

Warning: If you experience shortness of breath or drooling while viewing Nintendo Power's exclusive behind-the-scenes article on Super Mario RPG, close the magazine immediately! Exposure to this ACM adventure may cause spontaneous awe resulting in an irresistible desire to stomp koopas.

26

PLAYER'S PULSE

A few days ago, I read the letter section of the June issue of Nintendo Power and saw Rick Innocent's letter about how eight-year-old kids shouldn't send in letters with pictures of Game-Boy bread. I liked that loaf of bread (in Volume 69), and I'm sure many people felt the same way. Nintendo is for all ages, and so is this magazine. So I want to tell all people with pictures of things to send Nintendo Power: SEND THEM IN! I also don't care if someone is tired of hearing about pets who love Nintendo just as much as we do. I like reading letters like that.

**JAMES STEVENS
KINGWOOD, TX**

P.S. My parakeets just love your magazine.

About the online service that you asked us Nintendo Power subscribers about. I think it's awesome!!! What better thing to do when you're bored than to slide up to your cozy computer and get the latest information on all the popular games?

**HUDSON CARPENTER
KENNASAW, GA**

Oh, woe is me! It looks like I will have to keep my Virtual Boy in my room all the time in order to keep it out of the hands of my game-crazy little brother. That's because I read that Virtual Boy should only be played by people seven years old or older. (Sniff-sniff!) Still, I want to know: how come you don't want young children playing Virtual Boy?

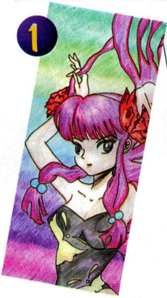
**KAREN O'BRIEN
OAKLAND, CA**

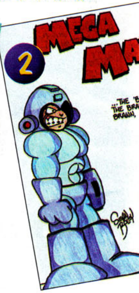
Your concern for your little brother is very touching, Karen—but try taking more acting lessons, O.K? Seriously, you ask a very good question. In order to give a full 3-D effect, it is important that a player have fully developed depth perception and binocular vision. Since the vision in children under age seven may still be developing, using a game system that relies on depth perception and binocular vision could affect the maturation process. According to eye experts or doctors, most people have fully developed vision by the age of five, but we prefer to play it safe and recommend that they wait until age seven. Got that? Practice Mario Tennis while you have a head start, Karen. Your brother may swing a mean racquet when he's old enough to play!

ARRRRGH! I followed the warning on the scratch n' sniff Earthbound packet enclosed in Nintendo Power (Volume 74). Yuck! Those scratch n' sniff things reeked! If you're going to put a scratch n' sniff packet in another issue of Nintendo Power, make it smell like marshmallows or grapes.

**GREG ANDERSSON
EAST ISLIP, NY**

ENVELOPE ART SHOWCASE





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Coming soon: pre-recorded help for Donkey Kong Country 2: Diddy's Kong Quest, Mortal Kombat 3, Secret of Evermore and Super Mario World 2: Yoshi's Island! Also, pre-recorded help for Breath of Fire, Chrono Trigger, Donkey Kong Country, EarthBound, Final Fantasy III, Illusion of Gaia, Killer Instinct, The Legend of Zelda: A Link to the Past, Mortal Kombat II, Super Mario All-Stars, Super Mario World, Super Metroid and Super Punch-Out and Zelda!! (SNES & Game Boy), Donkey Kong Land (Game Boy), and the Legend of Zelda, Super Mario Bros. 1, 2 and 3 and Zelda II: The Adventure of Link (NES). Also, the latest on upcoming games, Virtual Boy and the NU 64! This call may be long-distance, so before you call, be sure to get permission from whoever pays the bill.

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1-900-288-0707 U.S. 95 cents per minute
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(TDD 1-206-883-9714)

Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. Callers under 18 need to obtain parental permission to call.

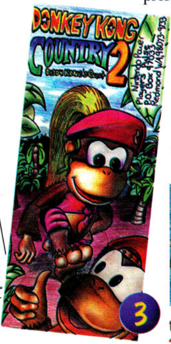
Eric Haberman of Santa Ana, California, the Volume 65 Grand Prize winner, got to hobnob with the NFL's finest at the Troy Aikman Foundation Celebrity Golf Tournament in Dallas. Eric served as Troy's honorary caddie, which, when you think about it, is a lot more fun than being his honorary left tackle. It was virtually an all-Troy vacation, as Eric chowed down at Troy's restaurant and got a Troy Aikman NFL Football game for his Super NES as well as an autographed jersey from Number 8 himself! However, Eric did manage to squeeze in a trip to Six Flags Over Texas and a Texas Rangers game. Judging from all the time Troy spent huddling with Eric, NFL teams shouldn't be surprised if the Cowboys pull the "ol' Santa Ana High Statue of Liberty play" this fall!

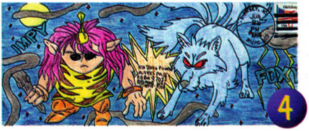
I don't know about you guys, but I'm sick of video games always showing girls in dresses with big pink bows in their hair. I mean, c'mon! In real life, we are far from being the delicate, prissy, male-dependent bimbos that the big companies seem to think we are. We don't need a male to save us every five minutes, and we don't scream at every spider that passes by us, and most of us prefer not to waltz around in little string bikinis. And as far as video games go, the girls in my sixth grade class can take any challenge the boys can dish out. Our game of choice isn't Barbie, either. Earthworm Jim, DKC, Killer Instinct and Star Fox are among our favorites.

SARAH LaBRIE
EGAN, MN

Amen, Sarah!

Ed.-in-Chief
Gail Tilden





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IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

When writing us, don't forget to put your name and address on your letter, as well as on the back of any photo or artwork you send us. Thanks!

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POWER CHARTS

1

2

3

JAX
CYRAX
2 HITS
DAMAGE

SUPER NES TOP 20

THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	KILLER INSTINCT	2	4
2	DONKEY KONG COUNTRY	1	12
3	MORTAL KOMBAT 3	NEW	1
4	THE LEGEND OF ZELDA: A LINK TO THE PAST	4	45
5	SUPER MARIO WORLD 2: YOSHI'S ISLAND	NEW	1
6	FINAL FANTASY III	3	10
7	SUPER METROID	6	18
8	MORTAL KOMBAT II	11	12
9	EARTHBOUND	8	4
10	CHRONO TRIGGER	5	3
11	EARTHWORM JIM	7	12
12	DOOM	9	3
13	NBA JAM TOURNAMENT EDITION	16	9
14	MEGA MAN X2	13	8
15	OGRE BATTLE	10	3
16	ILLUSION OF GAIA	18	11
17	SECRET OF MANA	12	12
18	MEGA MAN X	NOT RANKED	17
19	SUPER MARIO KART	19	32
20	KEN GRIFFEY JR. PRESENTS: MLB	14	18

GAME BOY TOP 10

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	DONKEY KONG LAND	2	9
2	THE LEGEND OF ZELDA LINK'S AWAKENING	1	30
3	TETRIS	5	37
4	METROID II: RETURN OF SAMUS	3	46
5	MORTAL KOMBAT II	NOT RANKED	9
6	KIRBY'S DREAM LAND 2	7	5
7	SUPER MARIO LAND 2: 6 GOLDEN COINS	6	36
8	EARTHWORM JIM	NEW	1
9	DONKEY KONG	4	17
10	WARIO LAND: SUPER MARIO LAND 3	8	16

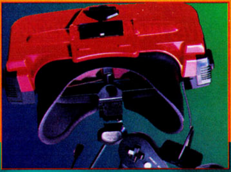
TOP 10 ARCADE GAMES

THIS MONTH	GAME	SYSTEM	RELEASE DATE
1	KILLER INSTINCT	SUPER NES	AUG. '95
2	MORTAL KOMBAT 3	SUPER NES	OCT. '95
3	FATAL FURY SPECIAL	SUPER NES	APR. '95
4	NBA JAM TOURNAMENT EDITION	SUPER NES	FEB. '95
5	SAMURAI SHODOWN	SUPER NES	NOV. '94
6	NBA LIVE '95	SUPER NES	OCT. '94
7	MORTAL KOMBAT II	SUPER NES	SEPT. '94
8	WWF ARCADE	SUPER NES	OCT. '95
9	SUPER STREET FIGHTER II	SUPER NES	JUNE '94
10	PRIMAL RAGE	SUPER NES	AUG. '95

MOST WANTED

"More Virtual Boy!" cry Nintendo Power readers, as they push the 3-D game system and two titles onto the Most Wanted list. Make yourself heard. Send in the Player's Poll card at the back of this issue!

1. NINTENDO ULTRA 64
2. KILLER INSTINCT (NU 64)
3. VIRTUAL BOY
4. DOOM (NU 64)
5. MORTAL KOMBAT 3 (SUPER NES)
6. CRUIS'N USA (NU 64)
7. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
8. KILLER INSTINCT (SUPER NES)
9. WATERWORLD (VIRTUAL BOY)
10. MARIO CLASH (VIRTUAL BOY)



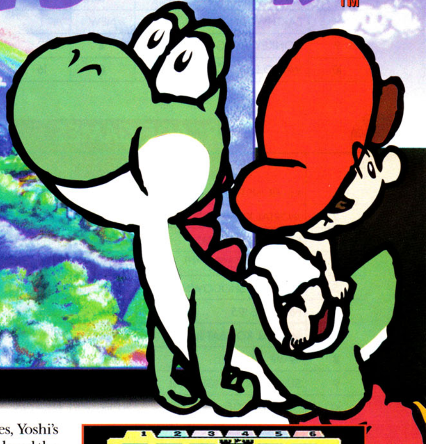
HALL OF FAME

With eager game fans everywhere waiting eagerly for this month's debut of Super Mario World 2: Yoshi's Island, we thought it would be a good time to look back at the many adventures in Mario's epic career.

GAME	RELEASE DATE	HONORS
SUPER MARIO BROS.	OCT. '95	This month marks the tenth anniversary of the game that launched Nintendo-mania.
SUPER MARIO LAND	AUG. '89	Brave Mario must rescue another princess in his first Game Boy foray.
SUPER MARIO WORLD	AUG. '91	Mario and Yoshi's first Super NES adventure saw them head out on a dino-egg hunt that took them to seven castles.

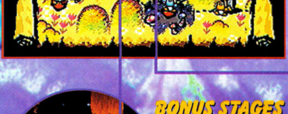
SUPER MARIO WORLD 2®
YOSHI'S ISLAND™

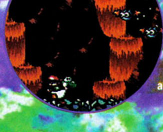
TEN YEARS AGO AN UNKNOWN PLUMBER STARTED HIS CAREER IN BROOKLYN, NEW YORK. NOW PREPARE FOR WORLDWIDE SEISMIC REPERCUSSIONS AS THE LONG AWAITED SEQUEL TO SUPER MARIO WORLD ARRIVES IN STORES. DISCOVER MARIO'S LATEST ADVENTURE... ON YOSHI'S ISLAND!



SPECIAL LEVELS

With over 60 levels and 130 different types of enemies, Yoshi's Island is packed with variety and challenge. If you played the original Super Mario World, you remember going for a perfect score by finding all of the exits in every level of the game. When you insert the sequel, you'd better make sure you have lots of extra time—if you want to see everything in Yoshi's Island, you need to collect all of the special items in every level of the game. Special items consist of stars, red coins and flowers, and when you complete a level, a chalkboard tallies your finds. You can check out your results on the Level Selection screen or scroll back to previous areas to try for higher scores. Collect all of the items in every level of a world and the game grants access to an even tougher special level.



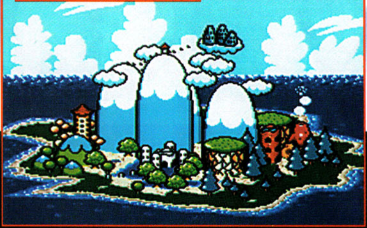


BONUS STAGES

Looking for trouble? If you nail a perfect score in every level, a special stage and bonus challenge game appear. The special stages are designed to blow away the most advanced game players.

BABY MARIO DROPS IN!

Long ago, high above Yoshi's Island, a stork ran into trouble on his way to the Mushroom Kingdom. It seemed that the evil magikoopa Kamek, divined that the two bundles carried by this particular stork contained misfortune for future King Bowser. Taking matters into his own hands, Kamek rammed the bird and snatched the bundles. Kamek didn't notice right away, that when one child had slipped off his broomstick and tumbled to the island below. Now it's up to the Yoshies to reunite the twins and return them to their parents.



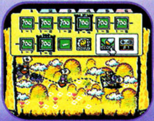
After four years of development, Yoshi's Island, the sequel to Super Mario World, is finally here. Outstanding and unique graphics, smooth play control and a wide variety of levels and enemies make this battery-backed game worth every minute of the wait. Game graphics are unique in texture and design—high octane eye candy for the most jaded video game enthusiasts. Yoshi's Island employs the Super FX2 chip, but don't expect the polygon structures typical of other FX games like Star Fox and Stunt Race FX—in this game the chip's polygon effects are subtle and deeply imbedded within the program. Various enemies change shape and size via morphmation, a special programming technique available only through the Super FX2 chip. And it's not just a visual treat—Yoshi's Island possesses qualities of universal appeal to all players. Relatively easy early stages allow beginners to progress through the game, while special levels devour video game veterans.

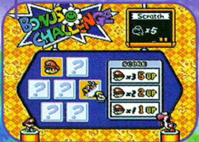
64 STAGES OF TODDLER TROUBLE

Yoshi's Island is packed with over sixty levels, including sixteen special stages. Players need to collect all of the items and obtain a perfect score in each level of a world to access the special stages.

GO FOR 100% !

If you want to finish all of Yoshi's Island, you must collect EVERYTHING. Gather all the flowers, coins and stars in each level and don't let go of Baby Mario!





BONUS CHALLENGE

At the end of each level is a roulette ring of flowers to jump through, just like the goal posts in Super Mario World. If you time your jump well, you can win extra prizes in the Bonus Challenge game.

NO MORE TEARS FORMULA

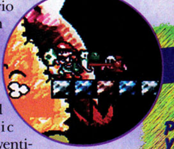
There are two ways to end a level: find and jump through the goal ring or lose Baby Mario to Kamek's wandering hordes of henchmen. Keep Mario in Yoshi's's saddle and you won't hear any infant complaints.

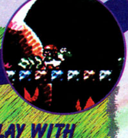
Green Yoshi executed it to the goal ring and the baby handoff! If the ring cursor lands on a flower, you can play a Bonus Challenge game.

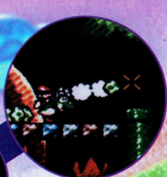
If Yoshi can't recover Mario before time expires, the infant will be snatched by Kamek's minions. Don't give up! Think of Luigi, Princess and Toad!

DEXTEROUS DINOSAURS

Babysitting is a tough job, but avoiding extinction is tougher. Super Mario World fans remember using Green Yoshi's long tongue to lap up enemies and items. Yoshi's Island spotlights the rest of these deft dinosaur skills, including: low level flight, egg laying and throwing, seismic ground slams and twentieth-century transportation transformations.

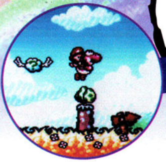


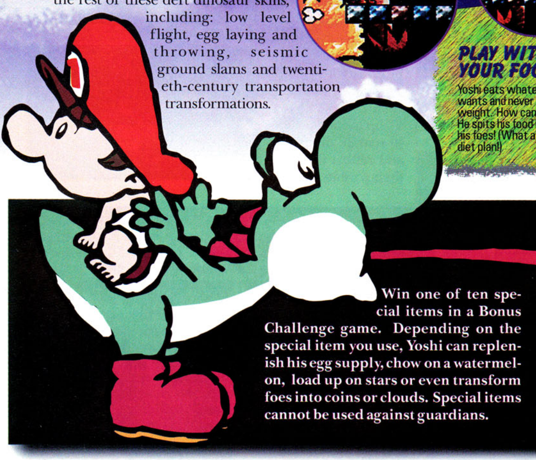




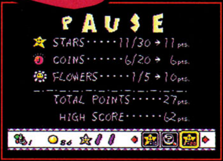
PLAY WITH YOUR FOOD

Yoshi eats whatever he wants and never gains weight. How can this be? He spits his food back at his foes! (What a winning diet plan!)





Win one of ten special items in a Bonus Challenge game. Depending on the special item you use, Yoshi can replenish his egg supply, chow on a watermelon, load up on stars or even transform foes into coins or clouds. Special items cannot be used against guardians.

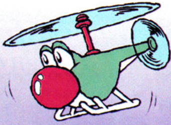


PAUSE

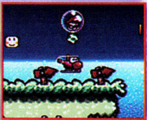
STARS·····11/30 → 11 pts.
COINS······6/20 → 6 pts.
FLOWERS·····1/5 → 10 pts.
TOTAL POINTS·····27 pts.
HIGH SCORE······62 pts.

DINO DEVIATIONS

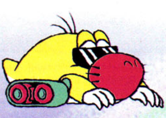
If birds evolved from dinosaurs, what about Helicopters, Trains, Submarines and Cars? No? You'd better check out this island.



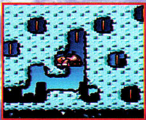
HELICOPTER



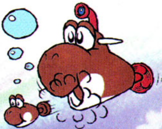
Yoshi couldn't stand the thought of being airborne as a dreary dino dirigible. He needed something flashy that could stop and hover on a dime. Transforming into a speedy helicopter definitely fits his style!



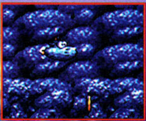
MOLE TANK



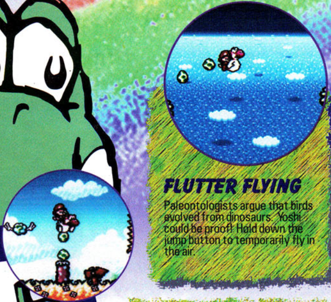
Munch a bunch of rocks and leave your enemies eating dust! The mole tank is a rock solid alternative to a pick and shovel. This vehicle climbs at impossible angles, allowing access to almost anywhere!



SUBMARINE

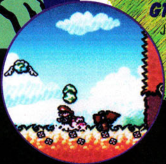


Welcome to the undersea world of Yoshi! Dive to the cold depths beneath Yoshi's Island and recover lost treasures. You can even torpedo the aquatic hazards that get in your way. Dive! Dive! Dive!



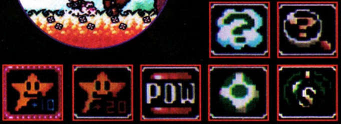
FLUTTER FLYING

Paleontologists argue that birds evolved from dinosaurs. Yoshi could be proof! Hold down the jump button to temporarily fly in the air.

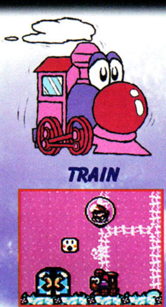


GROUND POUND

Jumping up in the air and holding Down on the control pad produces a stomp of seismic proportions. Try it on a post!

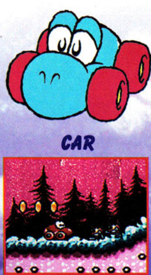


Having a tough time in a level? Select an item from the Pause screen. Special items make your journey easier.



TRAIN

Let's do the Locomotion with Yoshi! He's got the steam to move and a rail to groove, but you've got to keep him on track. There are hidden shy guys that would love to derail this determined dinosaur.



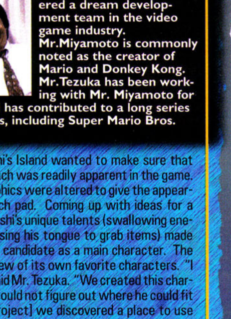
CAR

Hey... this is one cool car that's NOT powered by stinky fossil fuels. Check out the suspension—enemy in the road? Not a problem! Yoshi has the chassis to rise above any bumps on this HIGHway!

Best selling video games aren't made in a day, a week or even a month. Yoshi's Island is the result of four years of development by a team of over thirty employees at Nintendo Company Ltd. in Kyoto, Japan, headed by Shigeru Miyamoto and Takashi Tezuka. Mr. Miyamoto and Mr. Tezuka are the dynamic duo responsible for a long line of blockbuster hits, including all of the Super Mario Bros. and Zelda game series. The formula for their impressive success record? "You need to know how to work with other people. If you would like to create good things, you must think in terms of the game players," said Mr. Tezuka. The Yoshi's Island project originated simultaneously with the development of the Super FX^2 chip. The effect of the chip is apparent in the scaling and rotation of many of the 130 enemy characters encountered throughout the game. "Big enemies can change to any shape. The enemies can spin around, be enlarged and also shrunken," said Mr. Miyamoto. The advanced calculation capabilities of the Super FX^2 chip also allow for more moving characters on the screen than in previous Super NES video games. With all the scaling, rotating, and other mathematical calculations, the creators of Yoshi's Island wanted to make sure that the warmth of a human touch was readily apparent in the game. The digital background graphics were altered to give the appearance of a storybook sketch pad. Coming up with ideas for a sequel was tough work. Yoshi's unique talents (swallowing enemies, throwing eggs and using his tongue to grab items) made him an ideal and innovative candidate as a main character. The dynamic duo also added a few of its own favorite characters. "I love Poochy. He's a dog," said Mr. Tezuka. "We created this character a long time ago. We could not figure out where he could fit in. Near the end [of the project] we discovered a place to use him. Poochy shows up in Special Level 1, Poochy Ain't Stupid.'" "I love the Baseball Boys,'" adds Mr. Miyamoto. "They have an attitude." Mr. Miyamoto and Mr. Tezuka remained secretive about the projects they are currently working on, but Yoshi's Island won't be the last 16-bit platform game from this dream team. Mr. Miyamoto recently hinted that he is currently involved with several other 16-bit titles.

THE SPIELBERG AND LUCAS OF THE VIDEO GAME INDUSTRY

Shigeru Miyamoto and Takashi Tezuka are considered a dream development team in the video game industry. Mr.Miyamoto is commonly noted as the creator of Mario and Donkey Kong. Mr.Tezuka has been working with Mr. Miyamoto for more than 11 years and has contributed to a long series of blockbuster video hits, including Super Mario Bros.

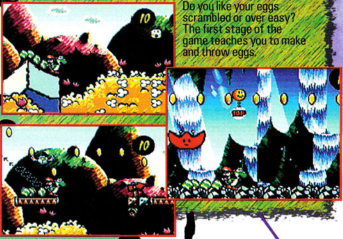


The design team from L to R: H. Konno, S. Hino, K. Kondo, T. Tezuka, S. Miyamoto, K. Usui.

THE JOURNEY BEGINS...

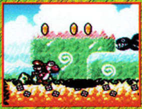
SCRAMBLED EGGS OVER EASY

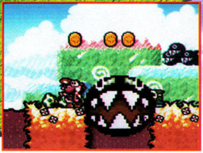
Do you like your eggs scrambled or over easy? The first stage of the game teaches you to make and throw eggs.



THE SKY IS FALLING!

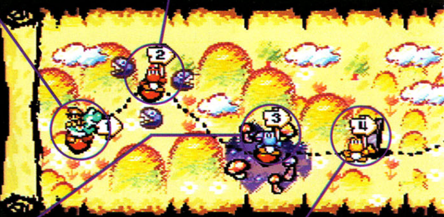
Yoshi must venture through the habitat of the incoming chomps. Looming shadows on the ground give you a hint where and when a hungry chomp is about to drop in. Jump across the mammoth holes left by these mega monsters and continue on the rest of the level.





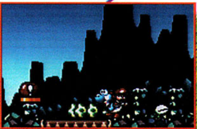
WORLD 1

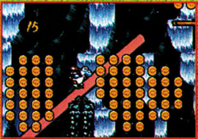
Okay, you've got these guys running around with masks on and you hide and throw eggs at them. What? This sounds like Halloween last year? Good thing you're on Yoshi's Island. Quite a few enemies have nasty tricks in store for you, so be careful and grab all the treats!



SEE-SAW COIN ROOM

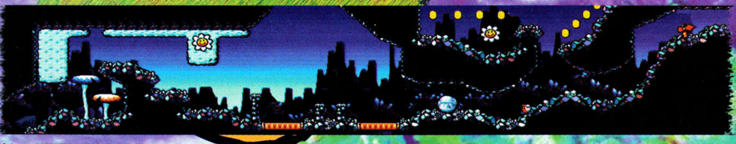
Dump the nipper plant before you unload an egg on the floating cloud. Hit the red switch and drop down into a secret bonus room full of coins. Load up and get an extra life!





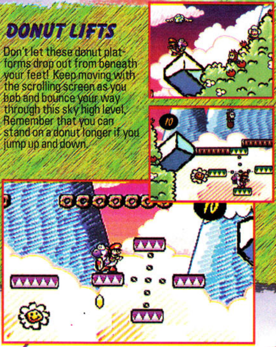
BASHFUL BURT

Welcome to the humble abode of Burt the Bashful! Watch out for falling walls as you duck and weave through his perilous palace. Look for hidden holes in the ceilings!



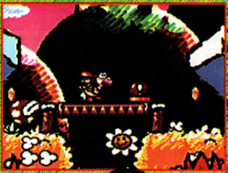
DONUT LIFTS

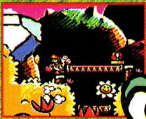
Don't let these donut platforms drop out from beneath your feet! Keep moving with the scrolling screen as you bob and bounce your way through this sky high level. Remember that you can stand on a donut longer if you jump up and down.

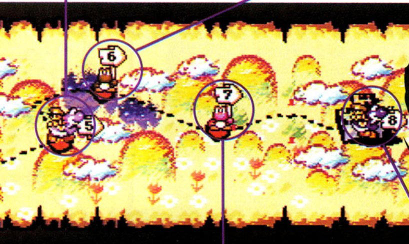


PUZZLING POSSIBILITIES

Hmmm... you found the red switch, but how do you get the flower beneath this platform? Some of the biggest challenges in Yoshi's Island are the various puzzles, mazes and bonus games for players of all abilities. If you're stumped by this flower, try jumping and pounding down the posts at the end of the platform.

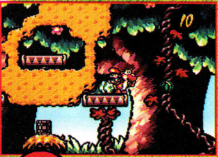


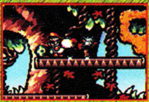




WATERMELON SEED FIGHT!

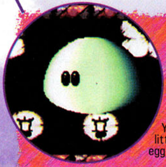
You'll have to find a green watermelon if you want all the goods in this level. Spit the watermelon seeds to break up the dirt and uncover extra items. Try spitting a few seeds at your foes, too.





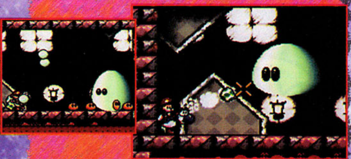
MELTS IN YOUR MOUTH

Watermelon seeds don't last forever. While it's fun to spurt seeds like a machine gun, be sure you don't waste your shots.

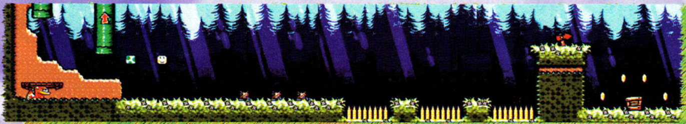


SALVO SLIME

Salvo the Slime won't be too tough on you. Throw some eggs and keep the slippery guardian out of your face. Each time Salvo is hit, he breaks apart. Use Yoshi's tongue to lap up the little slimes and replenish your egg supply.

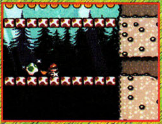


ADVENTURES IN BABYSITTING



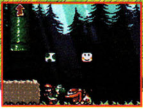
SUPER BALLISTIC BABY POWER

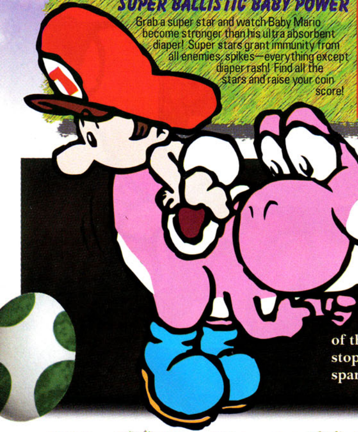
Grab a super star and watch Baby Mario become stronger than his ultra absorbent diaper! Super stars grant immunity from all enemies, spikes—everything except diaper rash! Find all the stars and raise your coin score!



POOCHY DOGGIE!

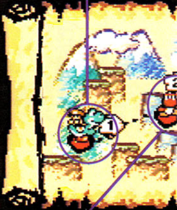
Hey, look! It's your pal, Poochy! Poochy wants to give you a piggyback ride across some really nasty spikes. Can you say "Good Doggie?"





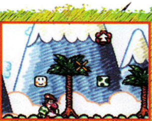
WORLD 2

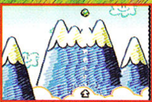
You cruised through the first world, maybe even going back and nailing a few perfect scores, right? Now that you know the basics, it's time to get real. Parts of these levels are so tough you might have to stop to change your diaper. You did bring a spare, right?

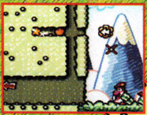


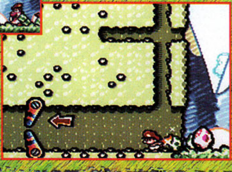
EGGS-ACT DEFLECTION TO PERFECTION

This looks like a job for... Super Mario Baby! The trick is to throw your eggs at the directional arrows and free each super star. Remember to watch out for the baseball boys—these bad boys of summer throw a mean egg slider. Make sure the yolk's not on you!



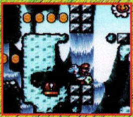


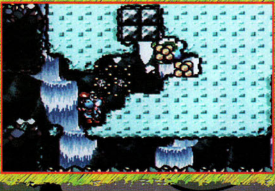




A DIGGER'S DELIGHT!

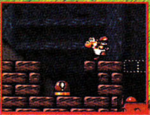
Use Yoshi's eggs to break up this subterranean sod and claim some cool goods! Get to the items high in the chamber before you lose your footing. If you left something hanging, don't sweat it—just hop down the lantern ghosts' pipe and this stone puzzle will reset itself so you can try again.





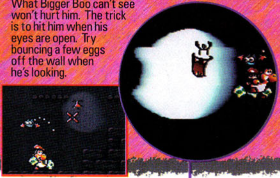
SWITCHBACKS TO BIGGER BOO

Hit this red switch to create a block bridge across Bigger Boo's lava lakes. The switch gives you a limited amount of time, so you'd better haul that baby across the bridge in a hurry.



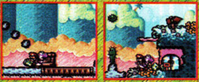
BIGGER BOO BRAINBUSTER

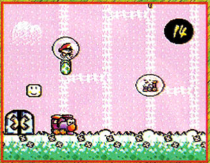
What Bigger Boo can't see won't hurt him. The trick is to hit him when his eyes are open. Try bouncing a few eggs off the wall when he's looking.



YOSHI RAILWAYS

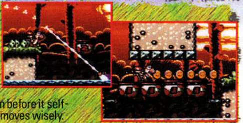
This crate conceals the key to Yoshi railways, the gateway to golden coins. You can break the crate open with a pounding jump, but you might fall through the weak soil. Push the crate to the right onto the brown platform. Now you can break it open without any fallout!

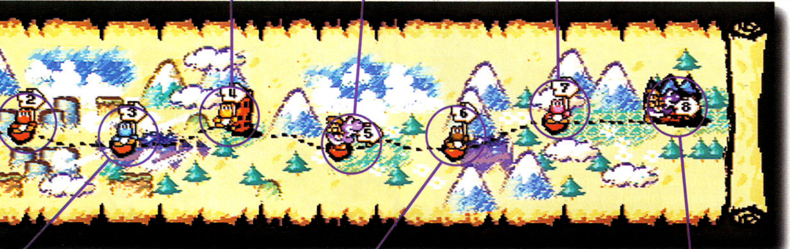




COUNTDOWN TO CHAOS

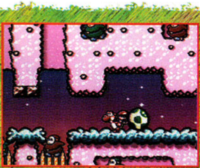
After leaping and eating through most of level 2-7, you'll encounter strange numbered platforms. The number represents how many times you can step on that platform before it self-destructs. Be sure to choose your moves wisely.





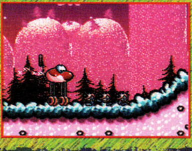
MEGA OMELETTE

The fat guys look like Santa Claus rejects! Not only that, but if you eat them, Yoshi lays huge eggs. Just remember to leave enough fat guys running around so that you can cross the spike filled floors.



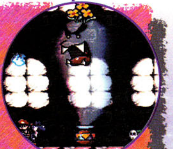
RED ROADSTER

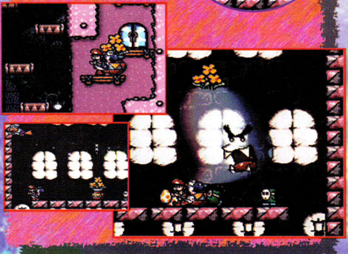
Yoshi is always ready for a ride around the island. Transform into this red speedster and rip up the road. Don't worry about traffic—holding Up on the controller gives the car major clearance—it's the kind of device everyone needs at rush hour.



POTTED GHOST

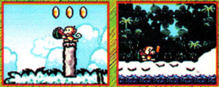
The key to getting around in the castle is knocking over every vase you encounter, especially the one containing a ghost. Unfortunately, this guardian has a few shy guy assistants to keep him front and center. When push comes to shove, Yoshi always prevails.





MEAN MONKEY BUSINESS

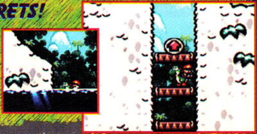
PRIMATE PERILS AND...



If those annoying chimps don't throw things at you, they'll spit seeds in your face. Fight fire with fire. Chew on a green watermelon and get the monkeys off your back!

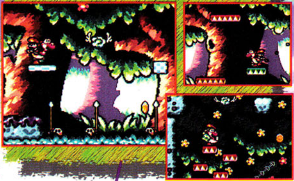
SUNKEN SECRETS!

Use Yoshi's ground-pounding technique to submerge beneath the waves and into this secret area. Push Left on the control pad as you begin to dive.



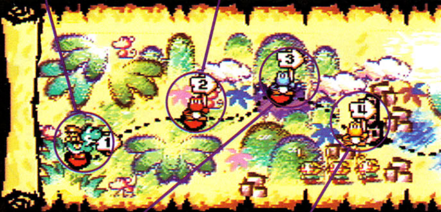
PRECIPITOUS PLATFORMS

It's the obligatory moving platform level! The dancing shy guys want to give you some pointed advice: Stay in the air and out of trouble. Save your eggs for picking off the cool stuff.



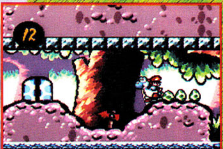
WORLD 3

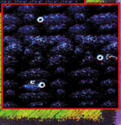
Time to go jammin' through the misty jungle! It's too bad that Donkey Kong isn't around—the Yoshies and Mario could use his help. Then again, Donkey might just throw barrels at them. Keep your eye on the chattering monkeys in the trees and keep your chin above the murky water!



AIR AND SEA ADVENTURE

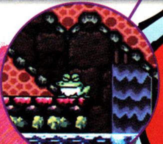
Players striving for a perfect score need to practice their helicopter flying and submarine warfare. This level conceals valuable coins necessary for elevating scores to perfection.

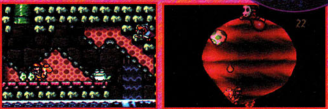




PRINCE FROGGY

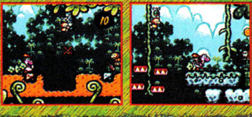
Prince Froggy is SOOOO happy to see you that he's decided to have you for dinner—you'll have to give the amphibian a severe case of indigestion. Throw Froggy's food around inside his stomach. It's not so tough—keep trying until he croaks!

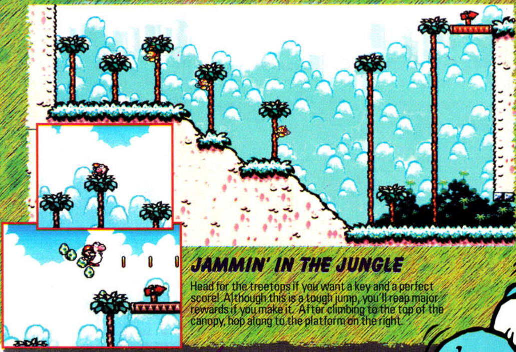




HEART OF DARKNESS

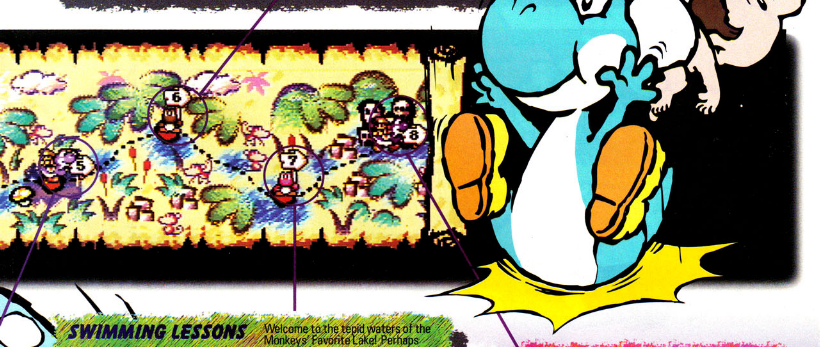
You're in the middle of the jungle. Monkeys are determined to make this wilderness path your road to ruin. Beware of the chimps that aren't carrying anything—they'll try to nab Baby Mario!





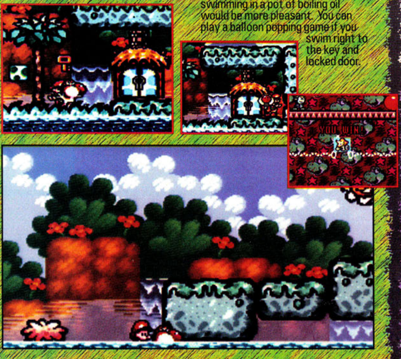
JAMMIN' IN THE JUNGLE

Head for the treetops if you want a key and a perfect score! Although this is a tough jump, you'll reap major rewards if you make it. After climbing to the top of the canopy, hop along to the platform on the right.



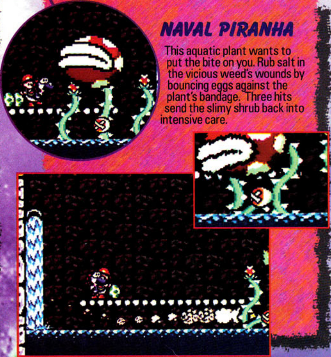
SWIMMING LESSONS

Welcome to the tepid waters of the Monkeys' Favorite Lake! Perhaps swimming in a pot of boiling oil would be more pleasant. You can play a balloon popping game if you swim right to the key and locked door.

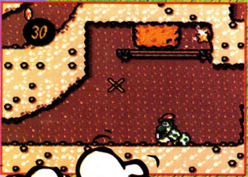


NAVAL PIRANHA

This aquatic plant wants to put the bite on you. Rub salt in the vicious weed's wounds by bouncing eggs against the plant's bandage. Three hits send the slimy shrub back into intensive care.

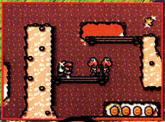


MORE PAINFUL THAN DIAPER RASH



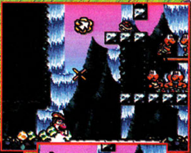
EGGS-ACT ANGLES

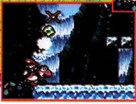
If you want this Super Star power, you have to know the right angle...or is it an acute angle? Mario's too young for this math stuff. Bounce an egg off the wall and up onto the ledge containing the Super Star.

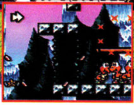


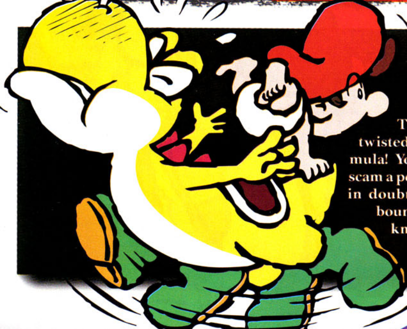
PUZZLING POINTER

Hit the rotating arrow and watch your egg take off in the direction it points. Yoshi can wipe out enemies or collect items if he aims perfectly.







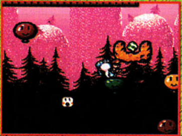


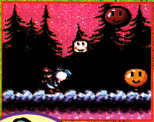
WORLD 4

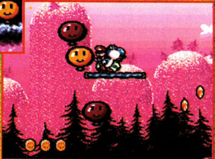
The levels in World Four are more twisted than Mario's rigatoni baby formula! You'll have to use the ol' noodle to scam a perfect score in these areas. When in doubt, toss a few eggs around (and bounce a few off the walls)—you never know what secret items you might find!

BALLOON RIDE

It's a long way to the top on this balloon ride. Avoid falling on the exploding platforms as you plot your path to success on the tops of the rising balloons. Save your eggs for the difficult enemies.

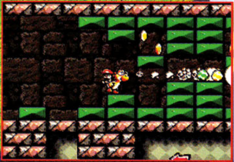


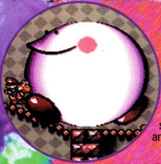




BREAKAWAY BLOCKS

Marching Milde's fort is full of colored blocks. These lacquered barriers melt at the mere brush of a dino egg. Shoot every one of them and collect hidden items!



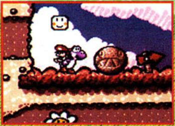


MARCHING MILDE

No, it's NOT Kirby! This is Marching Milde and it's time to reign on her parade. Each time Yoshi stomps on Milde's head, she gets smaller and smaller and...where did she go?

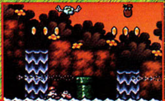
ROCK AND ROLL!

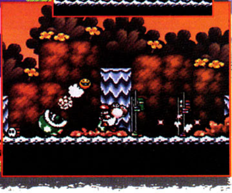
Don't get stumped in the Chomp Rock Zone! Roll the Chomp Rock through this level and pick up all the goodies! Merrily roll along, but watch out for the posts. Don't forget that Yoshi's ground pounding jump doubles as a pile driver.

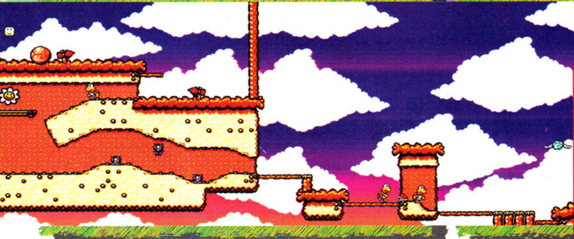


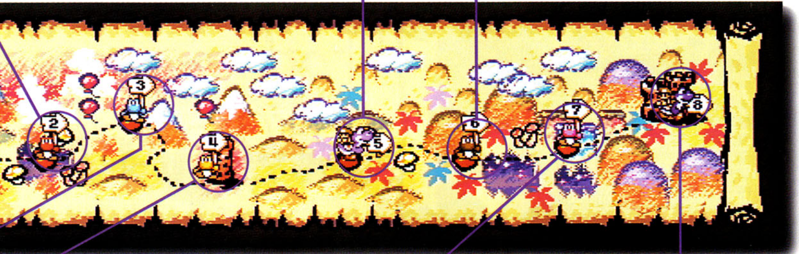
YOSHI GOES BASSIN'

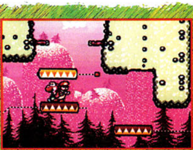
There's definitely something fishy about Lake Shore Paradise. If you can't eat the fish, they can probably eat you. Don't let the water run into your nostrils as you swim to the end of the level on the right.









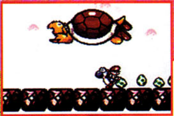


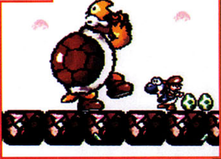
RIDE LIKE THE WIND

Whoa! Step on these red platforms and watch as you're whisked away faster than Bullet Bill! If you want a perfect score on this level, you MUST make all the tough jumps to pick up every coin and flower.

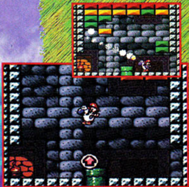
HOOKBILL KOOPA

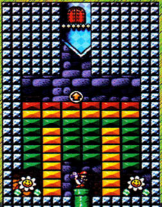
Hookbill Koopa wants to squash Mario and Yoshi. The winning strategy for beating this hard head is to turn the turtle topsy turvy. Keep throwing eggs at Hookbill's ugly mug until he rears on his hind legs and falls over on his back.





BREAKOUT BONANZA



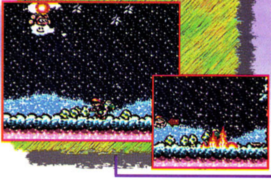


Hookbill built this room just for you. The green blocks take one hit to destroy, the yellow take two and red take...a lot. When you eliminate the red blocks, the spring ball falls to the floor and Yoshi will be free to proceed.

YOSHI ISLE HIGHLANDS

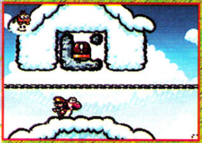
BLIZZARD BLITZKRIEG

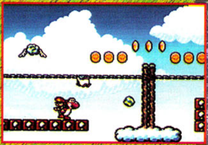
High flying Lakitu has a burning desire to barbeque Green Yoshi! Remember to use Yoshi's tongue to pull the cloud out from underneath Lakitu. At least Yoshi won't get cold in the blowing snow.



RED SWITCH CHALET

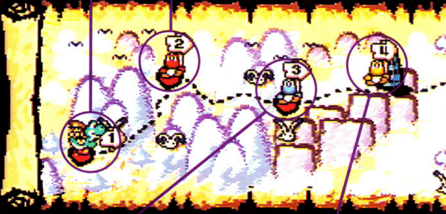
Grab a cup of hot cocoa and head for the ski lifts! Maintain steady footing as you activate a series of red switches. Save your eggs for uncovering items and use your tongue to lash Lakitu. Stay warm—this stage is longer than winter itself.





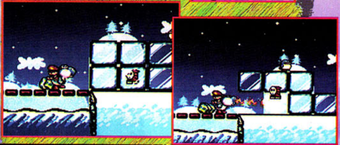
WORLD 5

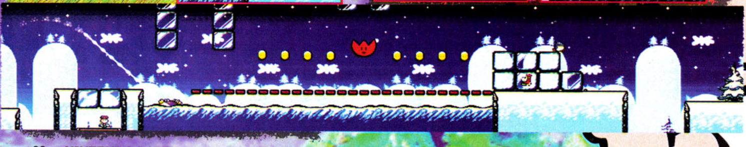
Did you know that the snowcapped peaks of Yoshi's Island were rated by Bowser Bobsled magazine as one of the top alpine resorts in the world? Well, you do now! Strap on your skis and grab an extra jacket and a pair of mittens—Yoshi and Mario are headed for the treacherous highlands!



FIRE AND ICE

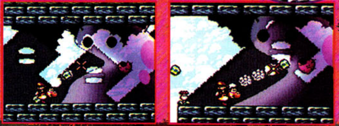
Stage 5-3 is packed with cool prizes—all you need is a red watermelon to melt the frozen goodies. They're too hot to swallow, but Yoshi can breathe a toasty warm fire with one in his mouth.





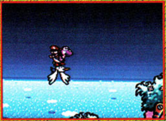
HEARTBREAKING EXPERIENCE

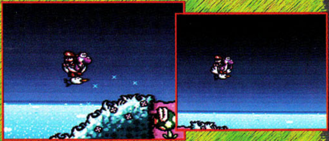
Sluggy the Unshaven isn't so mean if you know the way to his heart. Load up on eggs and repeatedly throw them until you hit Sluggy's scruffy vital organ. Replenish your egg supply and return to the fight before Sluggy slimes you off the ledge.



GOONIE GLIDING

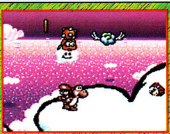
Do you remember riding those albatrosses in Super Mario 2? If not, then it's time for refresher course. Hop on these soaring goonies and glide above impossible terrain. This stage has lots of air traffic.

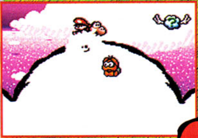


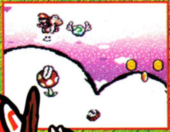


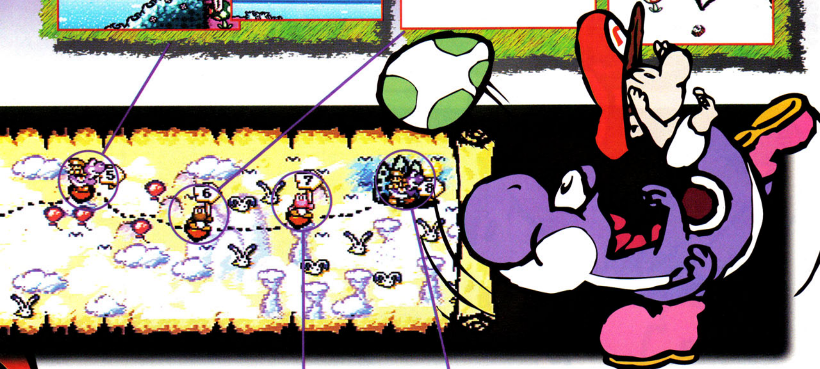
KEEP YOUR HEAD IN THE CLOUDS

Lakitu rides high in the clouds, but there's no reason you can't cruise the stratosphere, too. Wait until Lakitu is empty-handed and bounce on his head. Jump up into Lakitu's vacant cloud and ride away in style. You'll have no more worries about tough jumps!



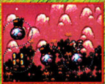


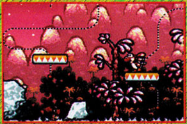


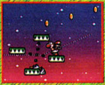


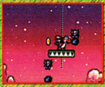
PLATFORM PERILS

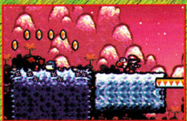
No Mario game would be complete without a romp through a treacherous series of high platforms. Time Yoshi's jumps carefully and watch your step—the decrepit stone path leading through the level desperately needs repair.

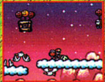






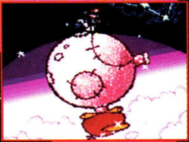


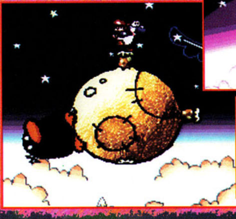


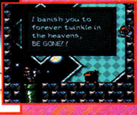


RAPHAEL THE RAVEN

Did you just eat a big meal? You'd better wait until your food is digested before taking a spin on Raphael the Raven's spinning globe. Game experts are polarized on the best method for beating this running raven, but if you're stumped, pound around on the ground until a clue pops up.





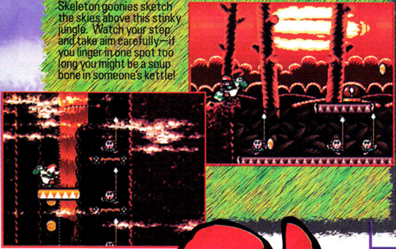


I banish you to forever twinkle in the heavens, BE GONE!!

THE BEST WAITS FOR LAST!

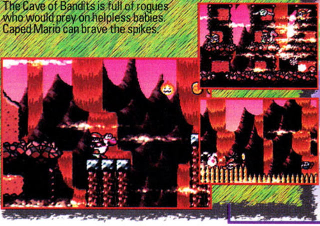
SCARY SKELETONS!

Skeleton goonies sketch the skies above this stinky jungle. Watch your step and take aim carefully—if you linger in one spot too long you might be a soup bone in someone's kettle!



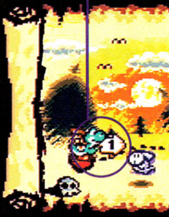
BANDIT CAVE

The Cave of Bandits is full of rogues who would prey on helpless babies. Caped Mario can brave the spikes.



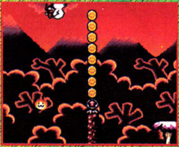
WORLD 6

Here we are in World Six, the final area on Yoshi's Island! In just a few more levels, Mario and Luigi will be reunited! Unfortunately, Yoshi faces the toughest challenges to confront any dinosaur on the island. Only the most dexterous and dauntless dinosaurs will avoid extinction.



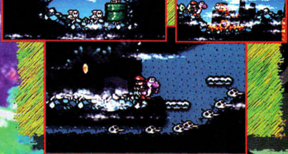
LOG JAM

This mile high stage is full of spinning logs and precarious poles. Yoshi must time his jumps carefully to avoid falling into an endless abyss. Maintain the high ground and watch for hidden areas stocked with gold coins. Spinning logs can throw you all directions, including straight down.



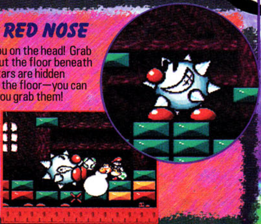
THE VERY LOOOOOONG CAVE

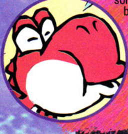
The Very Loooooong Cave is a sinister mixture of fire and ice. Pools of rising lava melt the rapier shaped icicles hanging from the ceiling. Yoshi must tread carefully to avoid being skewered. Just when you think you're done, the screen begins to scroll rapidly—run fast!



TAP TAP THE RED NOSE

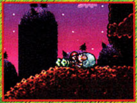
Tap Tap wants to tap you on the head! Grab some eggs and shoot out the floor beneath his feet. Bonus stars are hidden somewhere in the floor—you can buy time if you grab them!

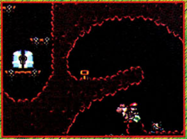




THE DEEP UNDERGROUND MAZE

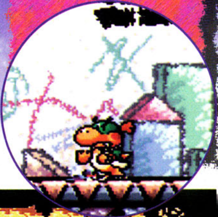
Yikes! Yoshi stumbles upon a confounding conundrum! An amazing subterranean maze of hidden chambers, fiendish foes and rolling rocks! Use the round boulders as portable stepping stones to out-of-reach locations, and remember to shoot eggs skyward—you might be surprised at what you find in high places!





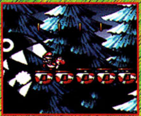
BABY BOWSER?!!!

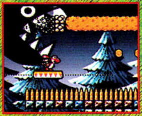
Awwww... Baby Bowser is sooooo cute! He was busily scribbling on the wall with his non-toxic crayons until Baby Mario and Yoshi bounced in! Do you suppose he looks crabby because he missed his nap? Does Bowsie need his blankie?

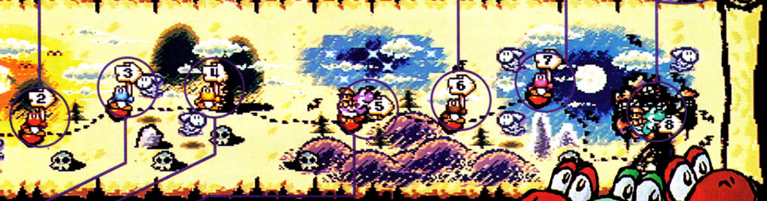


KEEP MOVING!

This fast paced and tumultuous level is aptly named Keep Moving! You need to if you ever want to see another area of Yoshi's Island. Chomp Sharks nip at your heels as you run, jump and flap your short wings to safety. Can you survive? Keep moving!

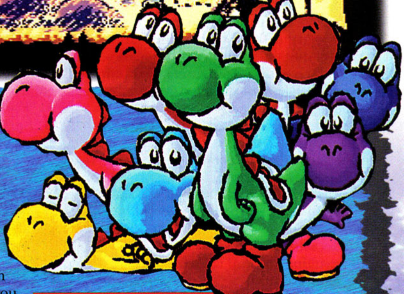


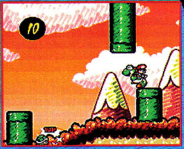




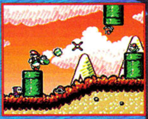
NINTENDO POWER'S EASY 1-UP TRICK!

Readers of Nintendo Power get ahead of the game with this great tip. When you can reach Stage 4-1, you can add up to 999 additional lives. Start the stage and work your way right to two long pipes hanging from the top of the screen. Throw an egg or two to dispose of the wild piranha plants. If you don't have any eggs, don't worry, there's a pipe full of Shy Guys on the left. Load up until Yoshi has six eggs. Use Yoshi's tongue to nab a shell from a Koopa Troopa, then stand on the pipe where the lower piranha plant used to be. Drop the shell between the pipes and let it bounce back and forth. Now throw an egg away. As the Shy Guys start to jump out of the pipe, the shell will knock them down. After the shell wipes out six Shy Guys, the game will begin to give you 1-ups. Take a break and let the game run! When you return, you should have enough lives to get you through the day!





Use an egg or two to scramble the wild piranha plants, then grab a shell from a Koopa Troopa.



Let the shell bounce back and forth until you have lots of lives in reserve.

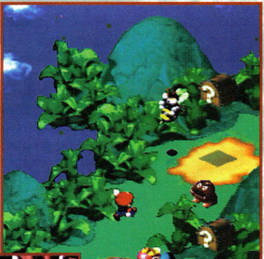
Mario Plays A New Role

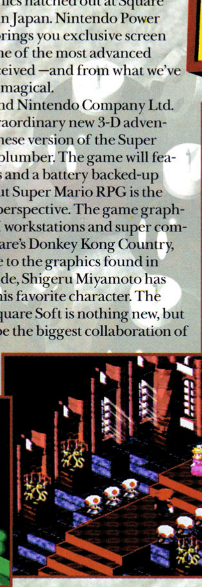
A NINTENDO POWER EXCLUSIVE FROM JAPAN

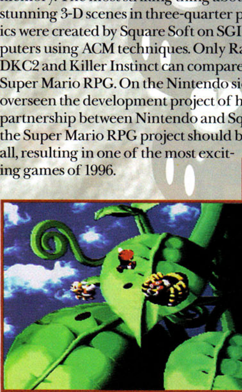
SUPER MARIO RPG

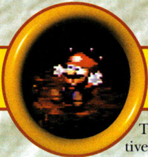
While you were sleeping, something magical sprang to life. A new Mario adventure featuring ACM graphics hatched out at Square Soft in Japan. Nintendo Power now brings you exclusive screen shots of one of the most advanced video games ever conceived—and from what we've seen, it is nothing short of magical.

For more than a year, Square Soft and Nintendo Company Ltd. have been quietly developing this extraordinary new 3-D adventure for the Super Famicom (the Japanese version of the Super NES) starring the world's most heroic plumber. The game will feature 32 megabits of rendered graphics and a battery backed-up memory. The most striking thing about Super Mario RPG is the stunning 3-D scenes in three-quarter perspective. The game graphics were created by Square Soft on SGI workstations and super computers using ACM techniques. Only Rare's Donkey Kong Country, DKC2 and Killer Instinct can compare to the graphics found in Super Mario RPG. On the Nintendo side, Shigeru Miyamoto has overseen the development project of his favorite character. The partnership between Nintendo and Square Soft is nothing new, but the Super Mario RPG project should be the biggest collaboration of all, resulting in one of the most exciting games of 1996.

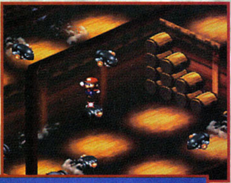


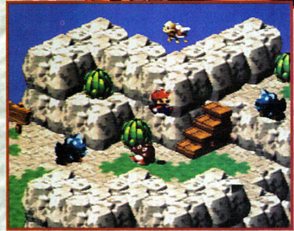






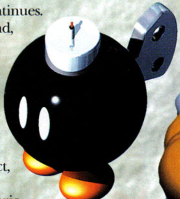
RPG OR ADVENTURE?



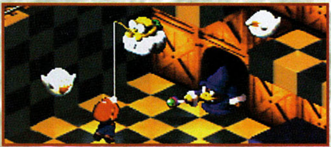


The radically new (at least for Mario) screen perspective may remind players of action games such as Equinox, but the mix of adventure and action game play elements should place Super Mario RPG in a category closer to the Legend of Zelda: A Link To The Past. The use of the term RPG in this case may be a bit of a mismatch. (Super Mario RPG is the official Japanese title, but no name has been decided for a U.S. release.) The game play features traditional RPG elements such as exploring and talking to characters in towns to gain information. But there will be a lot of action, too. Battles with enemies take place in real time and in three dimensions with the player in total control of Mario, who jumps, stomps, dashes and uses other special attacks. Much of the play involves making your way through maze areas filled with obstacles and enemies and there's a definite puzzle element involved. To pass through a room, you may have to dodge a salvo of Bullet Bills or recreate a tune by hopping across musical tadpoles. In one room, you'll find a bridge made from a giant bolt. Mario hops up and down to turn a huge nut so that it travels along the threads of the bolt, carrying Mario to the far side of the bridge. That's the sort of inventiveness you expect in a Mario game, and Square delivers. Throughout these action areas, you'll also find blocks filled with coins, mushroom 1-ups, stars and other items familiar to fans of Super Mario Bros. Square and Nintendo have blended classic elements with novelty.

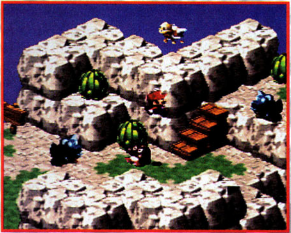
A NEW STYLE FOR MARIO



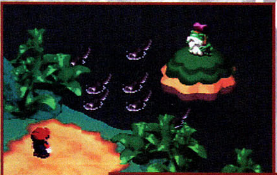
Mario's makeover continues. This year, in Yoshi's Island, he expanded his repertoire by taking on the role of Baby Mario—the mewling little tyke with the loose grip on Yoshi's reins. Next year in Super Mario RPG, players will see the most dramatic change in Mario's 15 year history. Instead of appearing as a feisty, two-dimensional sprite, the new Mario weighs in as a fully rounded character. In fact, he looks like he's been spending a little too much time in Italian restaurants. Putting Mario through his paces in Super Mario RPG might help our hero lose a few pounds. The workout will include Mario's ability to jog in eight directions and jump up or down, giving him complete 3-D motion. In previous Mario games, characters moved only left, right and up or down. You'll have four times as many ways to go in Super Mario RPG.

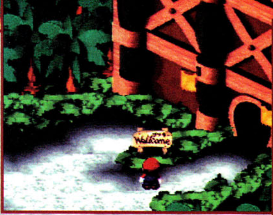


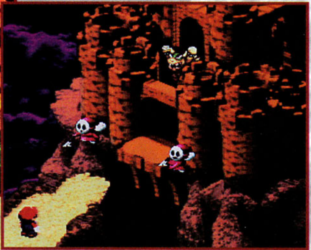
THE CAST



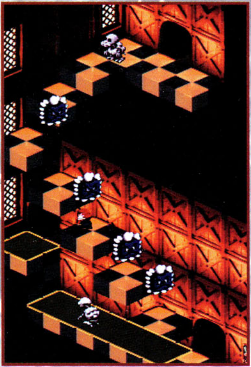
Mario's interaction with game characters—both goodies and baddies—adds even more fullness to Super Mario RPG. Of course, Mario seldom stands alone in a video game. Where our fearless plumber travels, there you'll find a loyal group of old and new friends. The difference in the Super Mario RPG is that the clog warrior now takes the time to stop for a chat with Princess Toadstool or Toad, the Mushroom Retainer, or visit a village full of Yoshies or nine other major characters including (according to Square) Pinocchio. No lie. But it's not a big hug fest in the Mushroom Kingdom. As always, a cloud looms on the horizon. Baddies led by Bowser prowl the forests and mines of the Kingdom. There you'll find wonderfully animated, 3-D enemies such as Goombas, Koopatroopas, Bullet Bills, Boos, Koopas, Bob-ombs, Shy Guys, Wigglers, Chain Chomps and Thwomps. Birdo also makes an appearance in the game and Fishin' Lakitu drops some Mario bait into the drink. Magikoopas cast spells in Bowser's castle and knights in suits of armor patrol the dungeon. Just like the good characters, the baddies were rendered using ACM techniques and the results, as you can see, are very cool. What you can't see in these still shots is the amazing animation, which is smooth, life-like, and on a par with the animation produced at Rare.







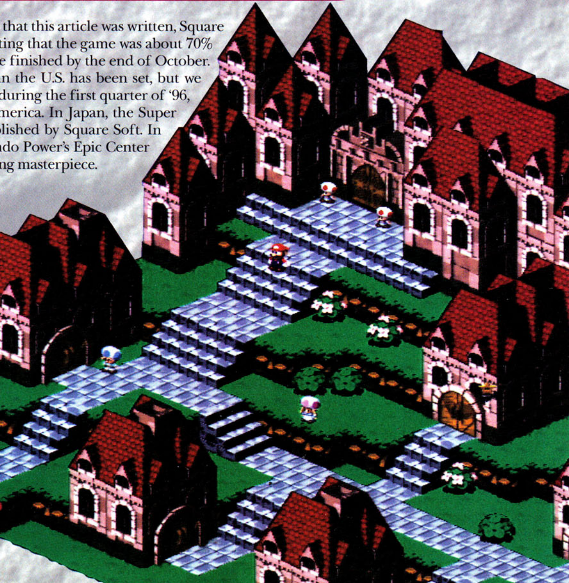
THE SETTING



The story is based on the Super Mario Bros. series and takes place in a newly rendered Mushroom Kingdom. There's a town of mining moles, a tropical forest, a mushroom castle, a thundering waterfall, a giant bean stalk and a village crowded with mushroom people just to name a few of the exterior locations. Inside buildings and labyrinths, Mario finds himself bouncing on trampolines, riding Mode 7 rail cars, conspiring with Princess Toadstool and helping her escape from prison. Characters aren't the only elements in Super Mario RPG receiving the special attention of Advanced Computer Modeling. Interior elements such as columns and stairways, and exterior elements such as plants and rocks, all are created using ACM techniques. Special lighting effects create the shadows and reflections that give the 3-D elements such a full, realistic appearance. In the Mushroom Kingdom's castle, sunlight slants in through windows and seems to shine on columns. Super Mario RPG is truly a feast for the eyes. As for the ears, Square's theme music sounds as rich as the game looks.

THE WAIT BEGINS

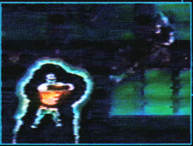
At the time that this article was written, Square Soft was reporting that the game was about 70% complete and that it should be finished by the end of October. No definite date for release in the U.S. has been set, but we expect the game to come out during the first quarter of '96, published by Nintendo of America. In Japan, the Super Famicom version will be published by Square Soft. In the meantime, look to Nintendo Power's Epic Center for more news on this upcoming masterpiece.

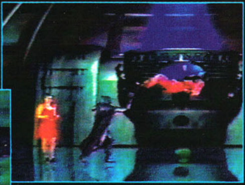


The Real Game Begins

BATMAN™ FOREVER

It's double trouble in Gotham City, as Two-Face teams up with insane inventor Ed Nygma, better known as the Riddler! Fortunately, Batman has a new crime-fighting partner in Robin, The Boy Wonder. The eight stages of Acclaim's 24-meg title take you from Arkham Asylum to Claw Island, as the Dynamic Duo races to put the dastardly duo out of business—forever!





Action fans will give a Riddler-like cry of glee at the game's impressive array of weapons, but all game-players will want to check out the eye-popping realism of the hologram-like characters!

Partners In Peril

Batman and Robin have three standard gadgets each, plus room in their belts for two optional gadgets at a time. They'll need every one to fight the hordes of thugs terrorizing Gotham City, including Two-Face, the Riddler and Two-Face's evil escorts, Sugar and Spice!

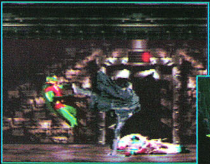
BATMAN

The Dark Knight always carries the Grappling Hook, a highly versatile tool that allows him to climb and swing as well as find secret passageways in ceilings. The explosive Sonic PulseGlobe takes the breath away from bad guys and opens up secret passageways in floors. Batman's third default gadget is the Batarang. Optional gadgets include the Bat Bola, good for tying up bad guys in knots!

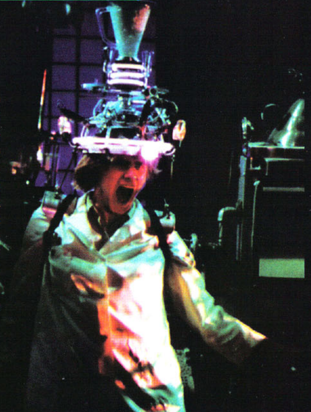
ROBIN

Boy oh boy, check out the Boy Wonder's gaggle of gadgets! He always carries a Batarang and an Extending Staff, which can fire explosive Staff Charges as well as acting like Batman's Grappling Hook. Robin's optional gadgets include the Smoke Pellet, Tranquilizer Darts and Slippery Goo.

Bat Options



Robin can team up with Batman to rid Gotham City of its ghastly gangsters, or the two can fight the bad guys—and each other! So who said there was honor among superheroes? In Training Mode, you can play the part of Batman, Robin or a bad guy. One or two can play in this mode. Choose Batman or Robin and pick from their arsenals of gadgets. If two players elect to pit Batman against Robin, they'll go mano a mano in the Batcave Gym!



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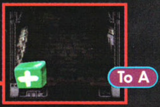
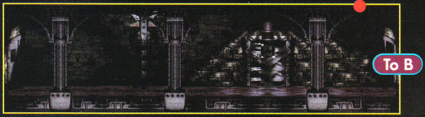
Get Dent, The Gent Dement

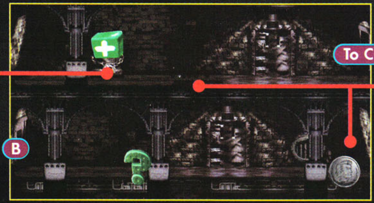
Harvey Dent, the crazed ex-DA of Gotham City, has breached the confines of Arkham Asylum, loosing an army of addled antagonists. The Dynamic Duo must subdue the rampaging rogues of Cell Block 2 and squelch Dent's attempted escape!



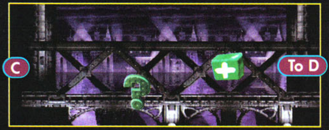


Throughout Arkham Asylum, you'll find power-ups in hidden areas and inmates hiding in cells and old safes. After dispatching Mad Jake and Mad Ned right after entering the asylum, use your Grappling Hook or Extending Staff to ascend to this hidden area. You'll find a partial energy power-up. Kick open the door to the right to get to a walkway overlooking Gotham City. A couple of incorrigibles are waiting to spoil your view!

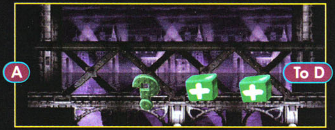
Riddler boxes containing enigmatic game tips can be found in all levels of Batman Forever. This one clues you to ascend with the Grappling Hook or Extending Staff. On the upper level Mad Dan is pulling a Houdini, hiding in the old safe. Kick it open to find him, then walk by the cell to find Mad Ty.



After beating Mad Jon, kick the wall to your right to reveal a spinning Two-Face Coin, good for an extra life. If you wait until the smooth side appears, you'll also get full energy.

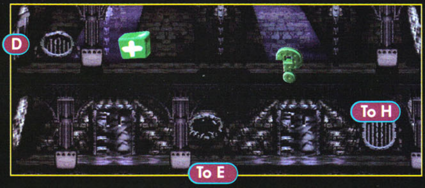


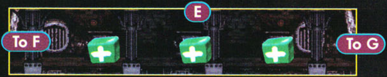
It's time to put two more nuts in the soup. On this walkway, you'll find Mad Si and Mad Paul guarding two partial energy power-ups and a Riddler box.



After grabbing the partial energy power-up in the hidden area, kick through the door to your right. Vanquish Mad Jack and Ripper, then two more partial energies will drop down.

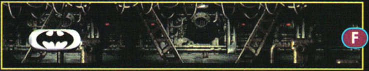
The Riddler box here clues you to drop down a floor, give Cannibal a lecture and depress Maniac's tendencies, then climb back up to beat Mad Jeff and Mad Pete. Drop back to the lower floor and blast a hole in the floor in front of the open grate.



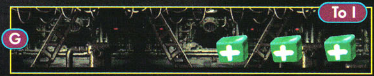


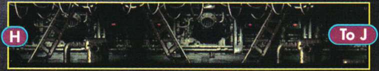
Defeat Jimbo, kick open an old safe to grab a partial energy power-up, then blast through a grate in the wall to get to the basement.

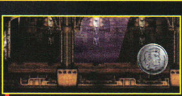
Down in the basement, The Engineer and two Mechanics are defending a full energy power-up. These guys are harder to beat than your run-of-the-mill lunatics. Try tying them up with the Bat Bola.

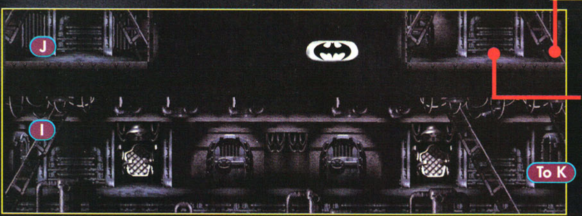


Defeat Mad Barg and three more partial energy power-ups will fall from the ceiling. Next you'll have to charge the Creditor, who has had a bit too much electro-shock therapy!

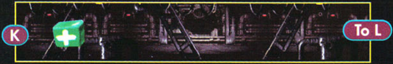


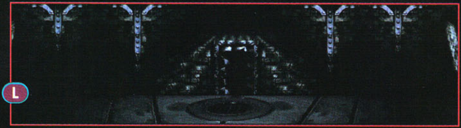






Watt's happening here? Well, Fire-Eater and Antifreeze are all juiced up, thanks to the electro-shock tables on the lower floor. The tables still pack plenty of punch, so watch out! The inmates are beginning to show method to their madness. After besting Mad Tim to grab a Two-Face coin, head to the basement and the electrifying double-team of Lunatic and Ragwort.



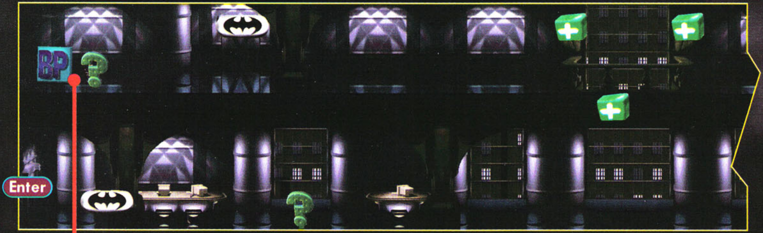


The Eight Brawl

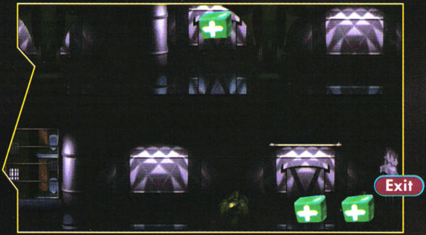
Two by two they come: first Oddball and Paranoid, then Anglophile and Freak, then Riff and Raff, and finally Creep and Clawhammer. Fortunately, the next daffy duo won't attack until you've bested both members of the previous pair. Don't let these lunatics surround you! If you can keep both members of a pair on one side, one patient will wait patiently while you finish off the other. When you've finished all your antagonists off; you'll agree that eight is enough!

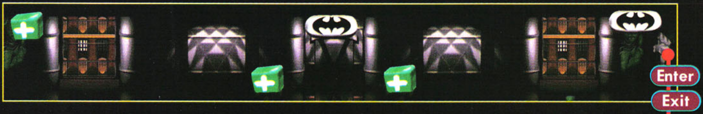
Bank On Trouble

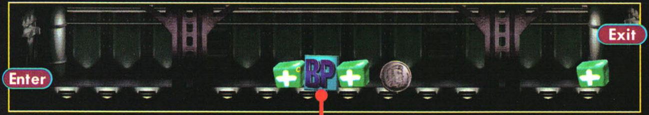
Two-Face has escaped! He has led his thugs to the Second Bank of Gotham and seized hostages as part of a plot to make off with the safe containing the city pension fund. You'll have to free Harvey's hostages and pulverize his penchant for pension purloining!



Soon after you break into the bank, you'll find a Riddler Box advising you to check high spots. That Riddler may be loopy, but he's no liar! Kick palm plants and shoot up with your Grappling Hook or Extending Staff to find power-ups. You'll have to Bat Glide from balcony rail to balcony rail, but be sure to check the ceiling above in the process! Finally, you'll find this hapless hostage, guarded by the terrible triad of Samurai, Shogun and Yakuza. Free him and a Gadget Blueprint will drop from out of the blue. Collect four of these in each level to gain use of a high-tech prototype weapon for the next level!

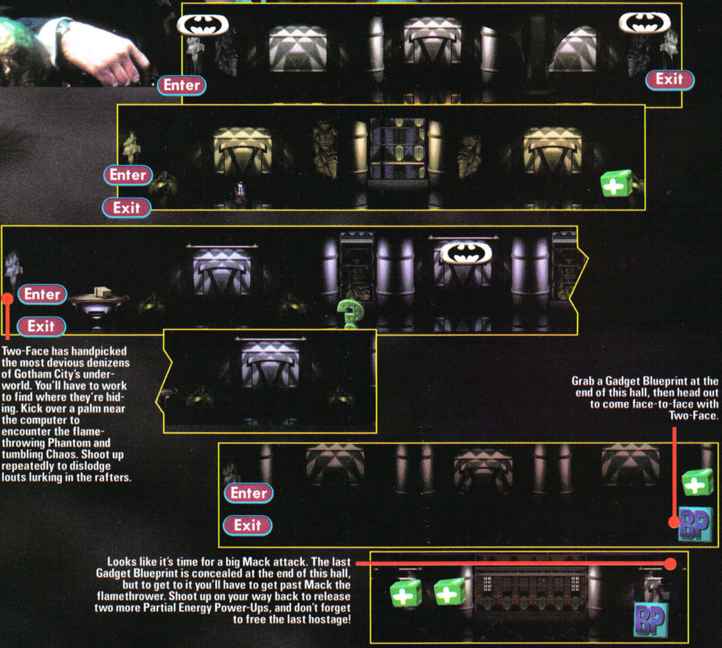






Four masked marauders—Shaman, Death Blow, Jaguar and Assassin—are guarding the second Gadget Blueprint in the basement, along with three partial energy power-ups and a Two-Face coin. You'll have to defeat every member of Two-Face's team to get through the bank.

Welcome to a penthouse of pandemonium! Defeat the well-dressed Blood Fire and Octane to make it to the second hostage. Don't always pick up energy power-ups as soon as you come across them. You can usually return later, when you might need energy more.



Two-Face has handpicked the most devious denizens of Gotham City's underworld. You'll have to work to find where they're hiding. Kick over a palm near the computer to encounter the flame-throwing Phantom and tumbling Chaos. Shoot up repeatedly to dislodge louts lurking in the rafters.

Grab a Gadget Blueprint at the end of this hall, then head out to come face-to-face with Two-Face.

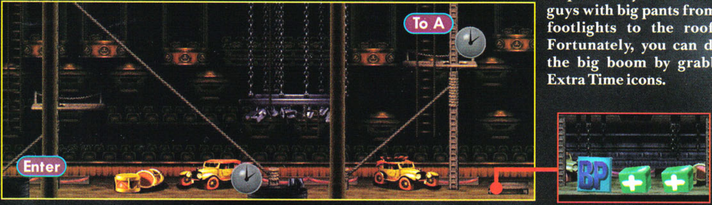
Looks like it's time for a big Mack attack. The last Gadget Blueprint is concealed at the end of this hall, but to get to it you'll have to get past Mack the flamethrower. Shoot up on your way back to release two more Partial Energy Power-Ups, and don't forget to free the last hostage!

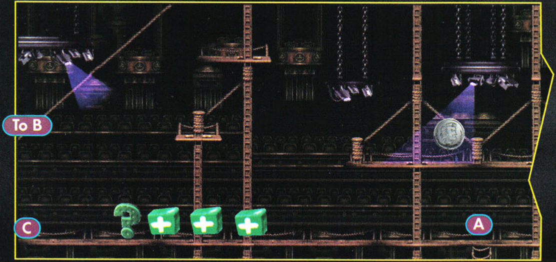
Safe Getaway

Two-Face's goons are airlifting the pension safe from the bank roof! Climb aboard for a wild trip—but don't expect friendly service on this flight! For every bad guy you beat, another will drop from the helicopter above. Stay to the middle and try to knock your enemies over the side. You can climb back aboard if they knock you over, but you'll lose a life. These punks are pretty smart. If you've been fortunate enough to have found the Gadget Blueprints for Batman's Holographic Decoy, try to sucker your opponents with it.

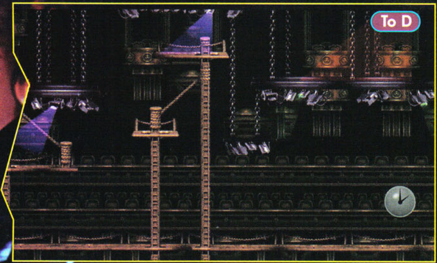
Dread And Circuses

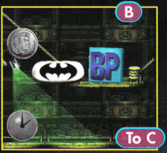
A cadre of criminal clowns under the tutelage of Two-Face has seized control of the Hippodrome, where the Gotham Charity Circus is taking place. They've planted a bomb timed to blow the big top sky-high in five minutes, unless you can stop them! Get ready to be the daring young man on the flying trapeze as you battle bad guys with big pants from the footlights to the rooftop! Fortunately, you can delay the big boom by grabbing Extra Time icons.



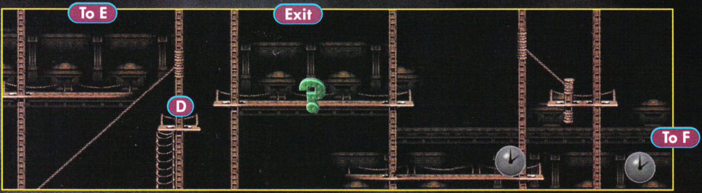


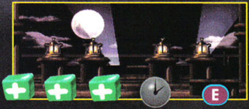
Your crime-fighting day begins by fighting a couple of funny-looking characters named Chuckles and Giggles, but they're no laughing matter! Bad clowns and other thugs are hiding in drums and jalopies as well as in the rafters and on acrobats' platforms. Use your Grappling Hook or Extending Staff to climb platforms, and save precious seconds by sliding down the support ropes. There aren't many power-ups in this stage, so just concentrate on thrashing the thugs and beating the clock. Time stops when you come across a Riddler Box, so pay attention to eccentric Ed's cryptic messages.

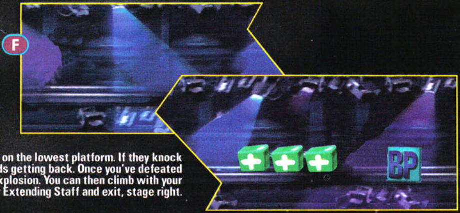




Buy time as well as a Gadget Blueprint by sliding down a rope to this hidden area then beating Pebbles and Tickles. Clowns don't like to be upstaged, so one will wait while you're fighting the other. This gives you a precious edge, so use it!

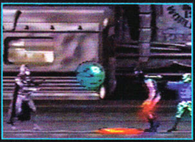


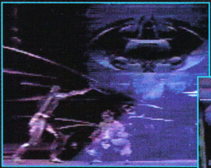




Beat two masked mugs named Larceny and Heist on the lowest platform. If they knock you off to the left, you'll lose precious seconds getting back. Once you've defeated them, a higher platform will drop with an explosion. You can then climb with your Grappling Hook or Extending Staff and exit, stage right.

He Went Bat-Away





Your night is just beginning! After your Hippodrome heroics, search Two-Face's lair at the Gotham City docks, where you'll have to combat his comely confederates, Sugar and Spice. Next, Two-Face and the Riddler hatch a two-pronged plot to rob the city's rich at the Ritz Gotham and trash Wayne Manor and the Batcave! What's this? The treacherous twosome have kidnapped Bruce Wayne's beloved, the beautiful and brainy Dr. Chase Meridian. Bat-tle your way to Claw Island for the final attack!

Long ago, giant gods fought for domination of the earth. But then a scheming wizard cast them into suspended animation. Now, millions of years later, a Great Meteor has smashed into earth, destroying civilization, rearranging the continents and awakening the slumbering giants! Enraged at their lost time, they resume their battles for world domination with a new-found vengeance. Get ready to rage!

PRIMAL RAGE™

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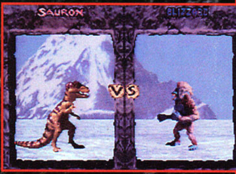
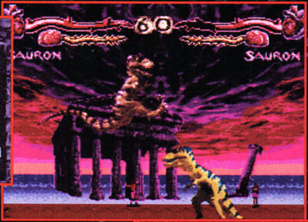
THE BEASTS WITHIN

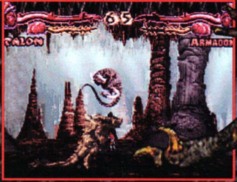




Primal Rage offers a choice of One-Player, Two-Player, Handicap and Training modes. Each beast wields an awesome arsenal of carnivorous combos!

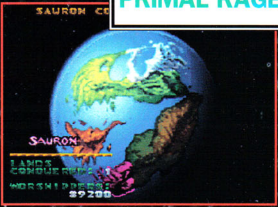
AWE-INSPIRING ARCADE ADVERSARIES

The game gurus at Time-Warner Interactive worked hard to convert the arcade Primal Rage into a Super NES title but flew into a rage when the money men suggested cutting it below 24 megs. The result: vivid scenery, richly rendered beasts and a lusty litany of roars and other ear-popping sonic effects. Pick one of seven dinos and try to conquer the seven continents. Your booty will include hordes of worshipping humans!

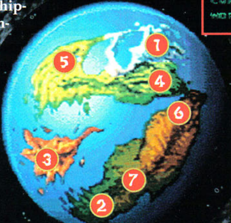


SURRENDER URTHLINGS

The Great Meteor that freed the imprisoned gods also unleashed titanic tectonic forces that reshaped the earth's surface. In fact, the planet has been changed so much that it has been given a new name: Urth. Each continent is ruled by one god. On some continents the human worshippers, working with the meager remnants of technology that survived the cataclysm, have built temples to the resident god. Each god wants only one thing more than worshippers: domination of the Urth!



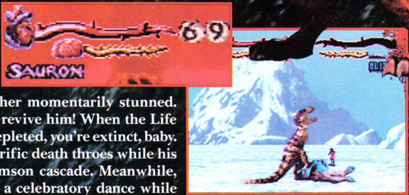
Win worshipers and extend your predatory grasp over the seven continents. Once you've conquered the world, you'll have to re-fight all the other beasts in The Final Battle Ground.



1. THE CLIFF
2. THE COVE
3. THE INFERNO
4. THE STRIP
5. THE HOLLOWS
6. THE RUINS
7. THE TOMB

THE HEART-STOPPING RAGE GAUGE

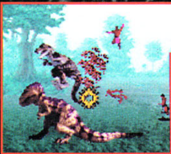
Above your dinosaur's name are the Life Blood Bar and the shorter Brain Stem Bar. Take too many hits and your dino's brain will sizzle and pop, leaving him or her momentarily stunned. Take immediate action to revive him! When the Life Blood Bar is completely depleted, you're extinct, baby. Your dino will go into horrific death throes while his heart explodes into a crimson cascade. Meanwhile, your rival will break into a celebratory dance while worshipers bow down before him!

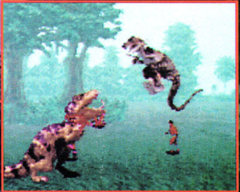


Primal Rage alerts you when you've scored a particularly nasty combo. Keep an eye on the clock at the top of the screen. When it ticks down to zero, the one with the most Life Blood remaining wins.

CHOMP A HUMAN

You can certainly work up an appetite while conquering the world. That's why a hungry dino on the go likes to take a healthy break and snack on a human! It takes some practice to master these tricky moves, which vary from dino to dino but always involve pushing down the A, B, X and Y Buttons simultaneously. Your dino can't chow down until one of the humans scurries into the foreground.





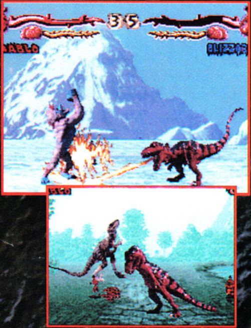
A worshiper who gets too close to the carnage might find himself turned into a tossing tidbit. Didn't anyone ever tell these beasts not to play with their food?

SLAUGHTERHOUSE SEVEN

You'll feel the Urth move under your feet when these raging rivals start to stomp. In a dino-eat-dino world, each has forged a unique set of fighting skills. Hailing from the Himalayas, Blizzard likes to snow his rivals with the Freeze Breath, while the fleet-footed Talon prefers to leap and slash. You'd better master all the moves or you'll be turned into a fossil!

DIABLO

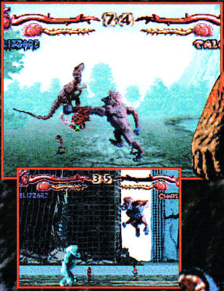
The essence of evil, Diablo was imprisoned for ages in a infernal prison deep within the earth. He has developed a truly horrifying array of fiery attacks. Should he conquer Urth, he will burn and torture without remorse, sparing only the beasts and humans that are as bloodthirsty as he.



Charge and toss rivals with the Mega Lunge. Diablo's fiery weapons, such as the Hot Foot, are flashy but easily evaded.

BLIZZARD

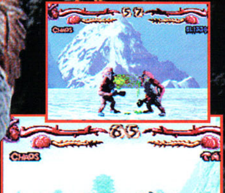
This wise and noble god, frozen for eons in a glacier, is a methodical fighter. He will bide his time, roaring and feinting, before suddenly striking from a distance with a devastating Mega Punch. The urge to conquer the Urth has led him to abandon his traditional home high in the Himalayas.



Blizzard's Freeze Breath temporarily immobilizes opponents, leaving them helpless to defend against his terrifying Mega Punch.

CHAOS

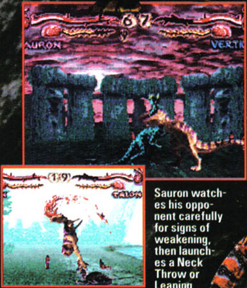
Arrogance got the better of a powerful witch doctor called Chaos. Hungering to control human evolution, he cast a spell that backfired, turning him into a hideous beast condemned to ages of wallowing in his own ordure. He now seeks to reunite his old tribe and lead it to world domination!



All those years in the muck left Chaos with terrible table manners. He has the foulest bodily functions of any of the warring gods.

SAURON

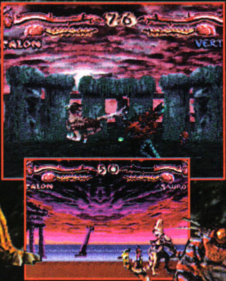
An eternal craving for human flesh is the price of immortality for the god of Hunger. He seeks to conquer his rivals so he can then feast on their followers. If you're fighting him, you'll have to be quick on your feet to avoid his lightning-fast moves and powerful jaw!



Sauron watches his opponent carefully for signs of weakening, then launches a Neck Throw or Leaping Bone Bash.

TALON

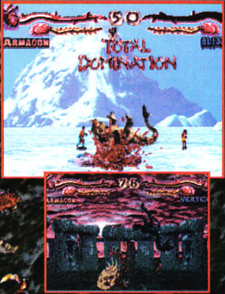
The chief of the Raptor Clan lived on an isolated South Pacific island for ages before the Great Meteor drove his island into the mainland. He now battles without remorse to protect his clan's welfare. When not fighting, he prefers a life of genteel luxury, keeping humans for cattle and sport.



Light on his feet, Talon deploys an array of powerful kicks. At close range, he can chomp down on his enemy with the especially gory Jugular Bite.

ARMADON

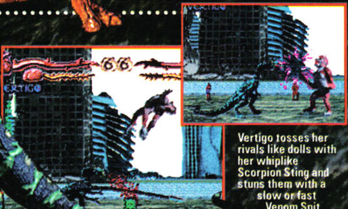
For eons, Armadon lived in lonely rage in a cave deep within the Earth. Freed at last by the Great Meteor, his bloodlust proves unstoppable. Watch out for the slashing attacks from his club tail and spiked back!



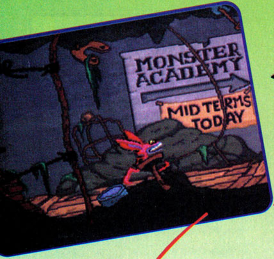
Armadon skewers rivals with his spiky back with the flying Iron Maiden, or lays out a nasty Bed-O-Nails for rivals foolhardy enough to jump him!

VERTIGO

Originally a crazed sorceress from another dimension, Vertigo was banished to the moon for millions of years. Freed by the Great Meteor crash, she seeks an army of human slaves on Urth to build a giant palace in multiple dimensions. Her bewitching weapons include the Voodoo Spell and Teleport.

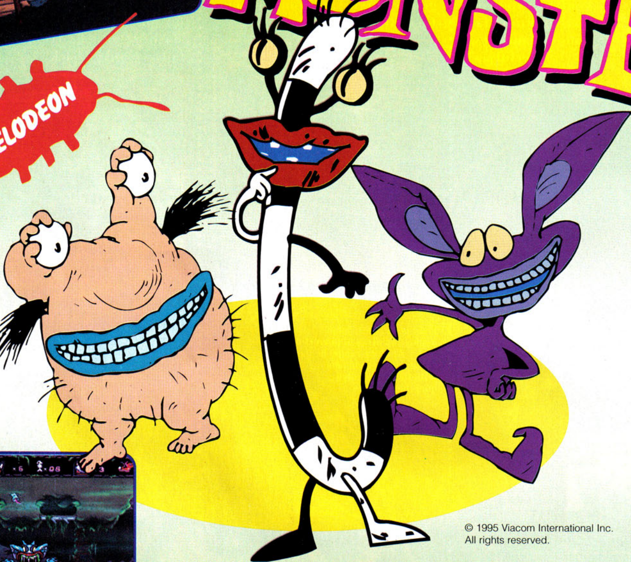


Vertigo tosses her rivals like dolls with her whiplike Scorpion Sting and stuns them with a slow or fast Venom Spit.



AAAHH!!! REAL MONSTERS™

NICKELODEON



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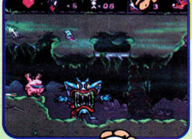
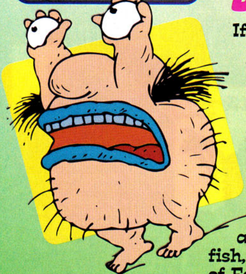


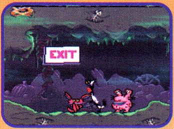


SCARE SOMEONE TODAY

If you watch TV, you may have noticed three hideous creatures lurking about. Not Barney, BJ. and Baby Bop... Ickis, Krumm, and Oblina, the heroes of Nickelodeon's AAAHH!!! Real Monsters. The Real Monsters gang has crept off Nickelodeon and into one of the wackiest, weirdest cartridges ever to haunt the Super NES. The Gromble, Headmaster of the Monster Academy, has some new assignments for his trio in training. He wants them to slip into the city to find some "tasty" trash and terrify any nosy neighbors who get in their way. Without your help, these dweebs won't make it out of the sewers, let alone into a shopping mall. They're about as scary as goldfish, but with your help they may still make the Monster Hall of Fame!

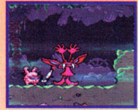
MEET THE MONSTERS

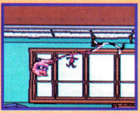
Ickis, Oblina and Krumm may look like nerds, but, actually, they're not even that cool. Except for a few scare tactics, these Monster Academy rejects are pretty much lost on their own, but together they make a good team. The only way to win this game is to learn how to use each monster at the right time.



ICKIS

Ickis, baby! You simply have to do something with those ears. The fastest member, Ickis is the right monster to lead the way. He's short enough to bean rats with trash and quick enough to jump most enemies.

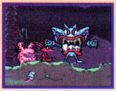


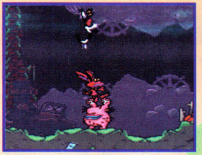


Fortunately, Ickis's pals can do something with those floppy ears. They stretch and snap them to fling themselves over obstacles.

OBLINA

Okay, so she's really a black and white worm with legs and a mouth. Moderately fast and very tall, she has a fearsome roar and a certain feminine charm.

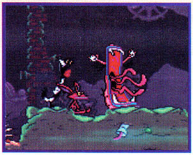




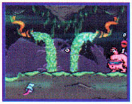
Oblina's at the head of this monster totem pole, snatching trash and power-ups. Oblina can jump from Ickis's shoulders.

KRUMM

Now here's a cat with a serious hand-eye coordination problem. Yes, those are his eyeballs he's carrying in his hands. Krumm is the slowest monster and has the shortest jump. He's not meant to lead this pack, but you wouldn't want to venture into town without him.



Swinging Oblina like a bat, Ickis hits Krumm's eye to get a better look at what's ahead.



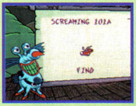
MAKING THE GRADE

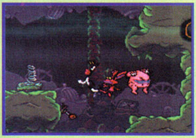
You may think you're a real monster, but until the Gromble agrees with you, you're just a funny looking beast. He's not easily impressed.

SNEAKER SEEKERS

How hard can it be to find a simple torn up sneaker? You start your quest in the city dump. This dump is full of rotten fish, half-eaten apples, and bug-infested trash. Thank goodness your monsters are hungry. Check every slime-filled nook and cockroach-crammed cranny, and you'll find the Gromble's sneaker. But don't get cocky—this is the easiest hunt in the game.

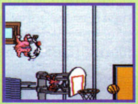
Jump on old bed springs to bounce across large hurdles.

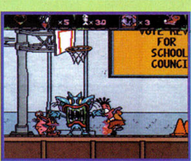




PHYSICAL DEAD CLASS

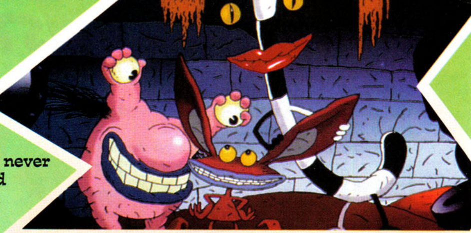
If you think the Monster Academy is scary, just wait until you see the city's high school gymnasium. Sent to find another red sneaker, your monsters must scare their way through a gym class. That wouldn't be hard for real monsters, but we're talking about Ickis, Oblina and Krumm. Nerdy kids will assault them with water balloons, paper airplanes and basketballs. Your monsters-in-training can scare off pesky students with a well-placed growl.





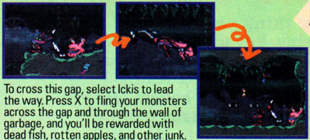
MONSTER TIPS

There are a few hidden sites worth seeing in the dump. After all, you never know when a spoiled apple or a dead fish will come in handy.



TRASH STASH

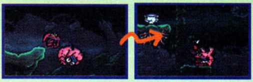
Keep Krumm's eyes peeled for this ledge. No monster worth his weight in worm slime is scared off by a wall of filth and a huge hole.



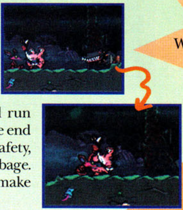
To cross this gap, select Ickis to lead the way. Press X to fling your monsters across the gap and through the wall of garbage, and you'll be rewarded with dead fish, rotten apples, and other junk. Life is great!

CHUTE FOR THE GOONS

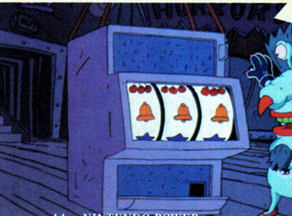
While it's tempting to rush through the dump, you never know when you'll see such valuables as this used diaper of invincibility.



MAN'S BEST FIEND

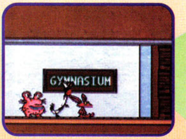


You need speed to beat the junkyard dog, so use Ickis. Jump across the screen as Fido attacks you. He'll run only until he reaches the end of the screen. Jump to safety, then turn and throw garbage. A couple of hits will make him turn tail and run.



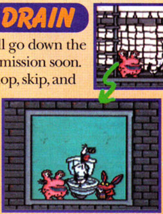
BACK TO GHOUL

As your terrible trio will find out, it's hard to get through school. Dodging balloons and balls, you must guide your monsters from the gym to the library.



DOWN THE DRAIN

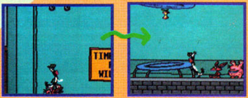
Your monsters' chances will go down the toilet if you don't finish their mission soon. Fortunately, a shortcut is only a hop, skip, and a flush away.



Simply walk through the invisible door in the far right wall of this screen. Climb onto the toilet and press down on the control pad. He'll flush away your cares and swirl you closer to your goals.

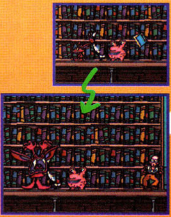
A JOB FOR OBLINA

When safety looks out of reach, Oblina's your gal. Select her as your lead monster, then press the X Button to have her climb up her buddies to form a tower. Remember to hit the jump to send her extra high.



Hopping on the trampoline and grabbing the apple core is the easy part. Once you're on and bouncing, you may find climbing off a bit more painful.

DON'T GET BOOKED



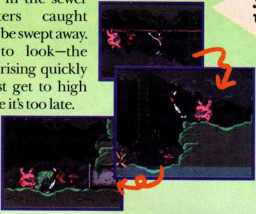
This stage gives a new meaning to "book drop." The school librarian wants to shower you with books. Walk to the far left edge of the screen, but watch out for piles of books falling from the ceiling. After dropping several piles, the Librarian will come to the floor to throw single books at you. Jump his books and growl at him. He's pretty tough, for a librarian, but after four or five good scares, he'll flip his wig and run.

YES SEWER! NO SEWER!

You've passed the first part of the Gromble's midterm exam—BIG DEAL! It's back to the sewer for more.

DON'T BE A WASH OUT

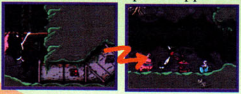
It's high tide in the sewer and monsters caught dawdling will be swept away. Don't stop to look—the water level is rising quickly and you must get to high ground before it's too late.



Use Oblina. You'll need her "Tower of Terror" to get to the rod. Once you're across, switch to Ickis.

A THREE-STAR GARBAGE

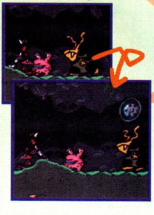
Keep your eyes peeled—in Krumm's case, just don't make a fist—there's food and ammunition everywhere. In the world of Real Monsters one spoiled apple can make all the difference.



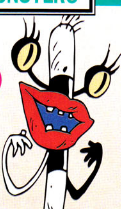
Look before you leap! Two minor bosses await you in this tunnel, so look for a jar of fleas on an easily-missed lower ledge.

TIRED TERROR

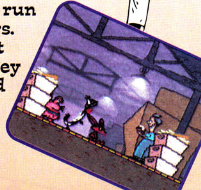
You'll have to lay some rubber to flatten this terror with a hit and run strategy. Jump over him as Ickis and run to the far left side of the screen. Switch to Krumm and throw trash at the tire in the ceiling as he steps under it. Now switch back and jump over him to get to safety. It takes several hits to win.



GROSSED OFFICE



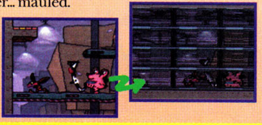
Neither wind nor rain may stop the mail, but your postman has never run up against Real Monsters. If your monsters don't watch out here, they may get stomped by a surprise package or two.



SPECIAL DELIVERY

After dodging packages and scaring postal workers, you may be ready for a break. Here's a secret room where you can rest with no fear of being mailed, er... mauled.

As you reach the end of this lower conveyer belt, keep running forward. Yes, it looks like you're about to hit a wall, but there's a hidden door that leads to a secret room.

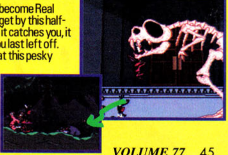


OTHER TROUBLES

Just beating a few nerdy school kids and some tired out postal workers doesn't get you through this exam. To pass this test, you'll have more trips, to a shopping mall and eventually the house of the Monster Hunter. The Gromble doesn't pass just any worm-ridden filth, you have to be the best worm-ridden filth. Here's a quick glance at what lies ahead.

BEWARE OF BOOBY-CATS

Before Ickis, Oblina and Krumm can become Real Monsters, they're going to have to get by this half-fly, half-construction worker. If it catches you, it takes you back to where you last left off. Fortunately, you can swat this pesky pest. Watch out for booby cats that pop out of the floor and sap your health. Remember, in this game a keen eye and a quick jump can save you some pain.



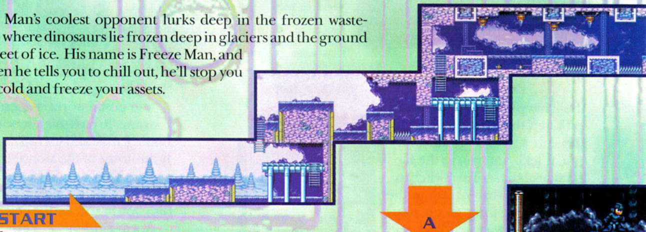
WILEY NEVER LEARNS!

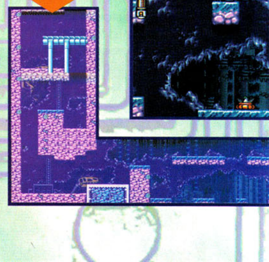
You would think that Dr. Wiley would have learned by now. Mega Man defeated his robotic baddies on the NES too many times to count. Wiley did no better on Game Boy, but now, after two failures on the Super NES, Capcom's bad boy is back in an eight-stage action game with a new army of radical robots. The only thing standing between Wiley and world domination is small-but-stout-hearted Mega Man, who has already survived over a dozen adventures. Could Mega Man 7 be his last? Don't count him out.

MEGA MAN 7™

HEART OF ICE

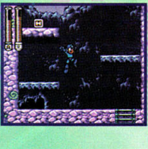
Mega Man's coolest opponent lurks deep in the frozen wastelands, where dinosaurs lie frozen deep in glaciers and the ground is a sheet of ice. His name is Freeze Man, and when he tells you to chill out, he'll stop you cold and freeze your assets.





SPELL RUSH

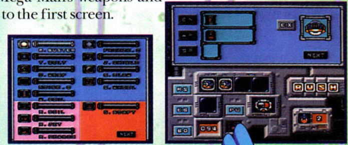
Hidden throughout the game are blocks with the letters R, U, S, and H. If you collect them all to spell RUSH, the world's favorite petrol propelled pooch will come to your aid.



Spell RUSH to gain the aid of Mega Man's dog.

MORE OPTIONS

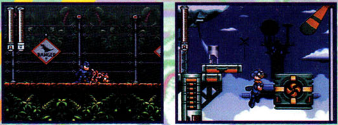
You *can* teach an old robot new tricks. When you pause the game and hit the R button, you'll bring up a new Options screen with information about Mega Man's weapons and energy. Hit the L button to return to the first screen.



With more weapons than a hedgehog has fleas, Mega Man needs an extra power screen.

RAIN ON HIS PARADE

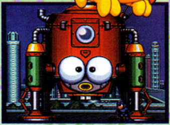
Mega Man has animal magnetism. If he frees the bionic blue bird, it saves Mega Man—sometimes—and Rush now sniffs for buried treasure.



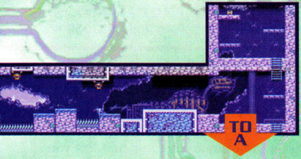
Mega Man's bird friend can save him from falls and his mechanical mutt finds buried treasures.

SHOP!

Mega Man hits the store between rounds. A power shopper, he trades useful items and extra lives for trinkets he finds during his adventures.



Mega Man trades for energy and extra lives.



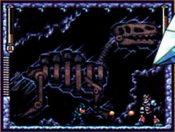
CALL ON A FRIEND

Mega Man has to jump to the next platform to collect the power up there. It's a tough leap, even for Mega Maniacs. You have to time it perfectly, and the ground is slippery so the landing is difficult. It's easier to do if you return when you have Rush Jet to help you cross.

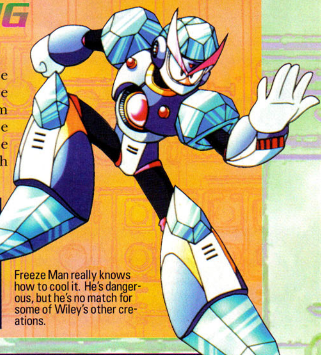
The easiest way to get this power up is to come back later, when you have Rush Jet.

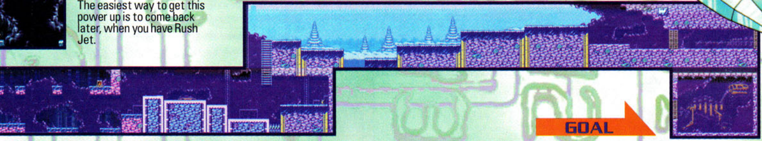
BREAKING THE ICE

Freeze Man's bark is worse than his frostbite. Use the Junk Shield to chill him out. If you don't have the shield, jump his freeze rays and blast him with the Mega Buster.



Freeze Man really knows how to cool it. He's dangerous, but he's no match for some of Wiley's other creations.

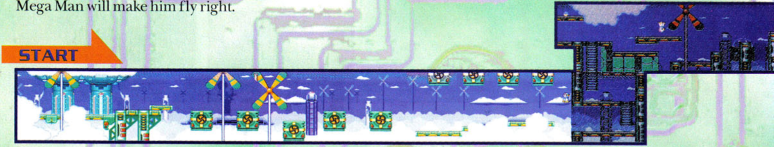


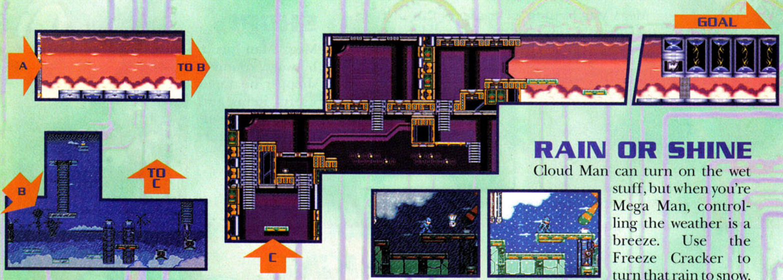


IN THE CLOUDS

From the icy depths of Freeze Man's lair, Mega Man now climbs to new heights. When you're looking for someone with a name like Cloud Man, you should expect his hideout to be sky high. He may have his head in the clouds, but Mega Man will make him fly right.

There's no time for dollies now, Rush! We're saving the world. Use Rush Search to find power-ups.



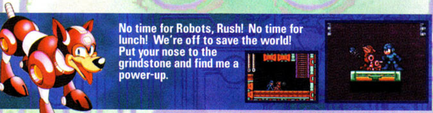


RAIN OR SHINE

Cloud Man can turn on the wet stuff, but when you're Mega Man, controlling the weather is a breeze. Use the Freeze Cracker to turn that rain to snow.

TRASH TALK

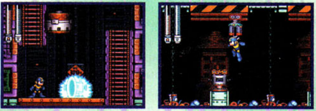
If this guy decides to sell his stuff, he can have a big garbage...garage sale. He's Junk Man, and if you don't like his waste... taste, just send him a litter... letter! He lives in a dumpy world but ask him to move and he'd refuge... refuse.



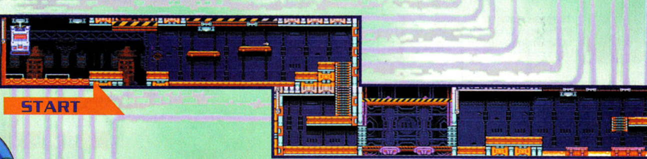
No time for Robots, Rush! No time for lunch! We're off to save the world! Put your nose to the grindstone and find me a power-up.

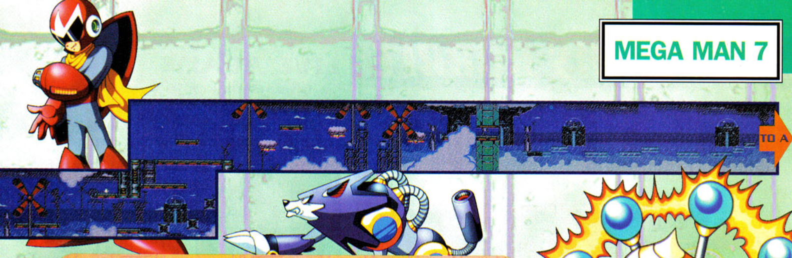
POWER-UP?

Use Cloud Man's Thunder Bolt to zap the AC adapters and bring Junk Man's machinery to life. This adapter activates an elevator that lets you reach the Rush Jet above.



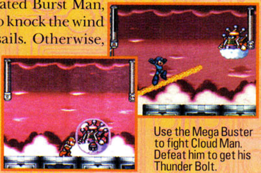
Use the Thunder Bolt to recharge some of Junk Man's old machines.



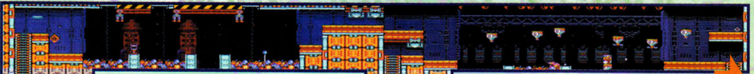


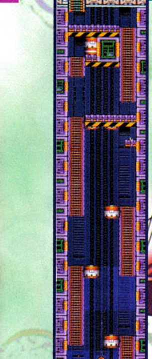
RAIN ON HIS PARADE

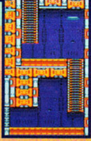
If you've already defeated Burst Man, use the Danger Wrap to knock the wind out of Cloud Man's sails. Otherwise, dodge his lightning bolts and don't let him trap you near the edge of the platform. Use your Mega Buster to blow him away.

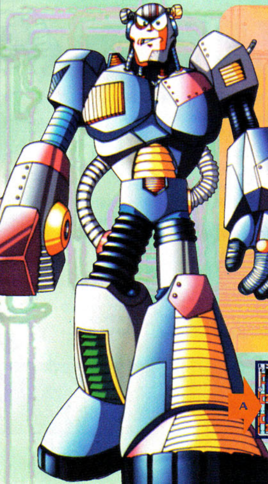


Use the Mega Buster to fight Cloud Man. Defeat him to get his Thunder Bolt.



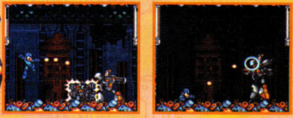




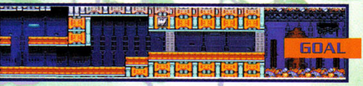


SLOP HIM AROUND

How's Junk Man's fighting technique? It's junk! Stand around and he'll really dump on you. Just slide under him when he flies up for an attack. Jump over his throw away trash attacks and blast him with the Mega Buster.

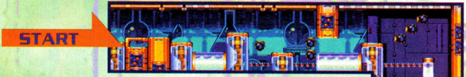


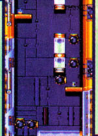
Junk Man is big, but heap on the punishment and you can easily dispose of him.



BURST THIS BUBBLE

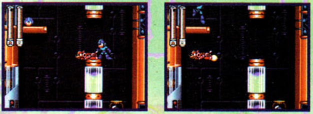
After playing around in Junk Man's heap, a bath sounds good, but this isn't the place to clean up. Burst Man's lair is filled with dirty water and nasty fiends that Mega Man has to wash out. If Mega Man doesn't watch out here, his work may go down the drain.



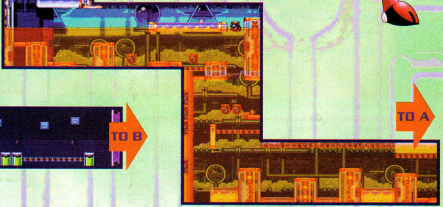


LIVE AGAIN!

You have to use the Rush Jet to get the extra life. Rush is usually below you, but if you stand as far to the right as possible, he'll appear next to you, making the jump to the ledge a bit easier.

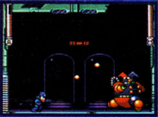


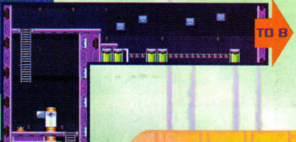
No time for... HEY! It's a Game Boy! There's always time for a quick game of Street Fighter II. Good going, Rush!

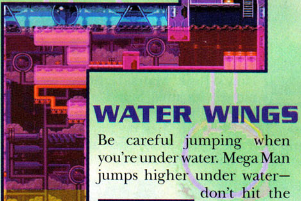


WHO IS THIS CLOWN?

If you shoot this joker in the face, he'll lose his head. Watch out! Keep shooting his head while avoiding his body.

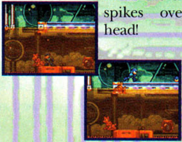


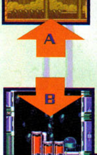




WATER WINGS

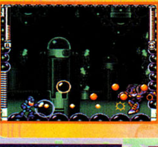
Be careful jumping when you're under water. Mega Man jumps higher under water—don't hit the spikes overhead!



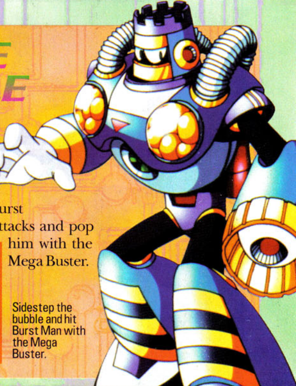


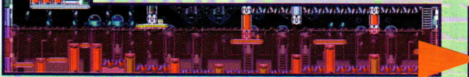
BUBBLE TROUBLE

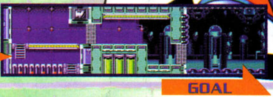
Burst Man tries to form bubbles beneath Mega Man to float him into the spiked ceiling. Don't get the point! To take the air out of Burst Man, avoid his bubble attacks and pop him with the Mega Buster.



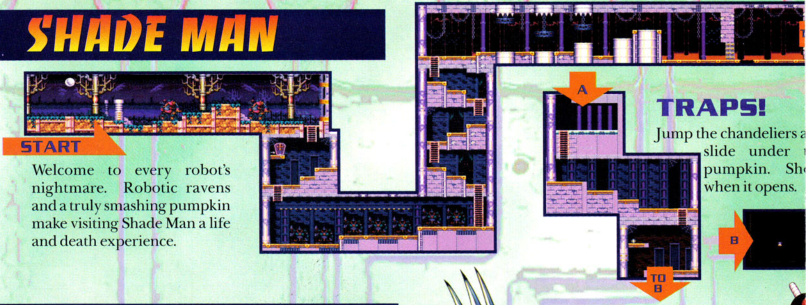
Sidestep the bubble and hit Burst Man with the Mega Buster.







SHADE MAN



Welcome to every robot's nightmare. Robotic ravens and a truly smashing pumpkin make visiting Shade Man a life and death experience.

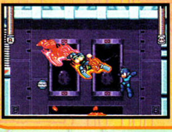
TRAPS!

Jump the chandeliers a
slide under
pumpkin. Sh
when it opens.

JURASSIC QUARK

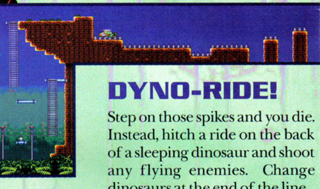
A CUT ABOVE

Slash Man likes to climb to the top of the screen and throw sticky bombs. Five hits from the Freeze Cracker will stop him cold.



Defeat Slash Man to win his Slash Claw.

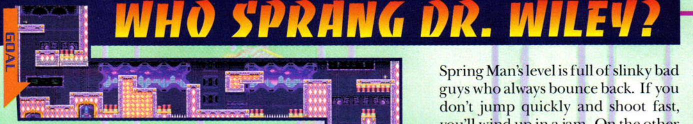
Despite its Jurassic looks and motorized Megasauruses, Slash Man's Lair is one of the easiest to survive. Keep your eyes open for traps, but use this time to rest up, too. The game will get harder.

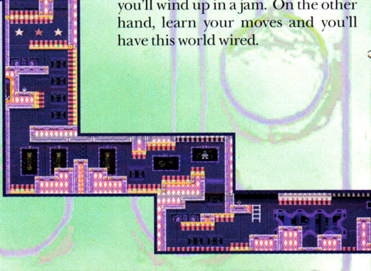


DYNO-RIDE!

Step on those spikes and you die. Instead, hitch a ride on the back of a sleeping dinosaur and shoot any flying enemies. Change dinosaurs at the end of the line.

WHO SPRANG DR. WILEY?



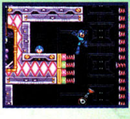


Spring Man's level is full of slinky bad guys who always bounce back. If you don't jump quickly and shoot fast, you'll wind up in a jam. On the other hand, learn your moves and you'll have this world wired.

Keep searching, Rush. Find me another extra life!

EXTRA LIFE!

Hit the tallest spring along the right-hand wall to find the 1-up.



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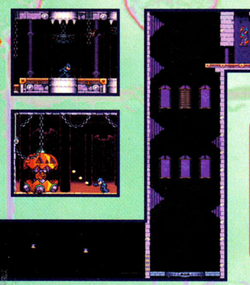
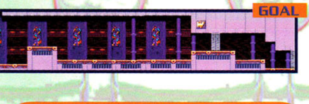
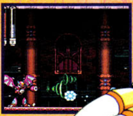
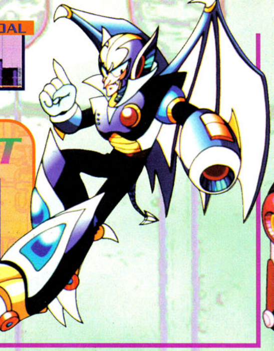




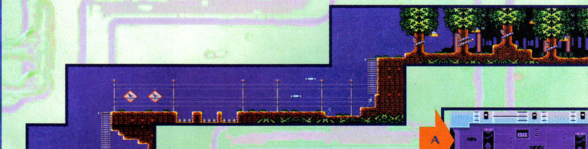
VAMPIRE BOT

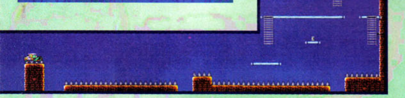


When Shade Man tries to swoop down for a quick bite, hit him with the Freeze Cracker.



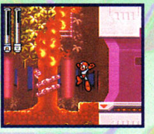
So far Rush has found dentures, a doll, a dead fish, a robot toy, and a Game Boy. Don't give up! There's more to find.



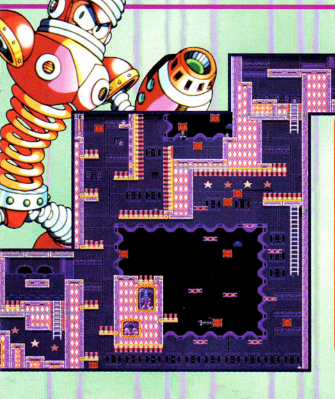


RESCUE!

Return to this level after you beat Turbo Man. Use the Scorch Wheel to burn down the tree and rescue the trapped bird.

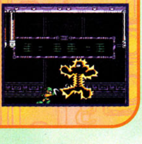


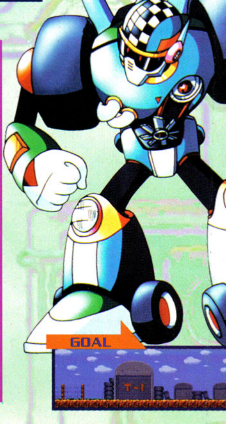
Using the Scorch Wheel to burn down this tree, Mega Man saves a bird that will return the favor later.



SUCKER PUNCH

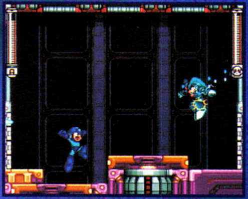
As Spring Man bounces to life, select the Slash Claw as your weapon. Jump his Spring Punch and Slash back.





VISITING THE DOCTOR

None of Dr. Wiley's robots can prepare you for his twisted hideout. What did you expect? He's Wiley! Make sure that you've charged up your weapons and saved as many of them as possible. Once you enter, you're stuck. You never know when a Scorch Wheel may come in handy.



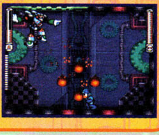
Wiley's Castle is the ultimate hideout. Keep alert—he has devious plans.

HOT HEAD

Don't worry about the bad guys on the spiked steam rollers, they're not nearly as bad as the walls of fire that lie ahead. Mega Man has almost caught up to Dr. Wiley; expect things to heat up!

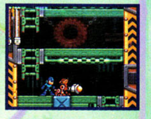
TURBO CHARGE

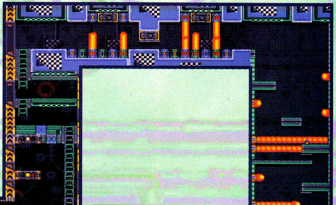
Turbo Man likes to hit and run. Jump over him when he turns into a car, then hit him with the Noise Crush to flatten his tires.

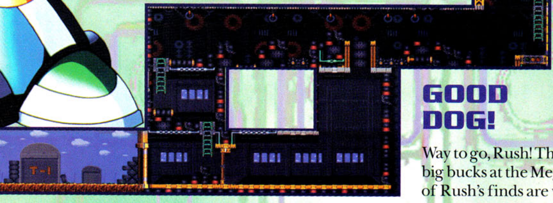


AVOID A BLOW OUT

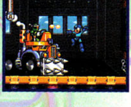
Jump over the center of this tire. If you step in the center, you'll fall into a secret room guarded by a steam roller.



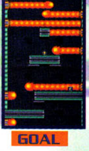




GOOD DOG!



Way to go, Rush! That Mega Bolt is worth big bucks at the Mega Store. In fact, most of Rush's finds are valuable.



COMING SOON
TO VIRTUAL
BOY FROM
OCEAN OF
AMERICA

WATERWORLD
TM

NINTENDO POWER

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EPIC CENTER

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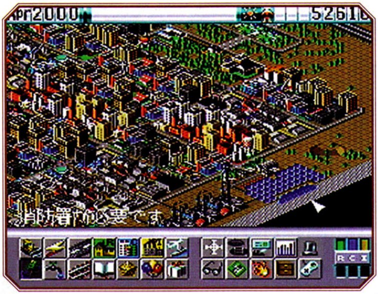


THE RPG HEARTLAND

Most RPGs and other epic games first see the light of day in Japan where the category continues to be the hottest seller among all types of video games. In a recent survey of Japanese game players, the top two games that players want are Dragonquest VI and Secret of Mana II. Currently, the hottest ticket in the RPG wars is Mystic Ark from Enix. American gamers will get their chance at Ark when it is released next year as The Seventh Saga II. Tsukuru: Super Dante from ASCII, a design-it-yourself RPG that Power covered in our July, Volume 74 issue, continues to be one of the hottest sellers. That players are willing to put in the effort to make their own, custom games shows just how involved they are with RPGs. Moving up on the sales list is SimCity 2000 for the Super Famicom. We had a chance to check out this version of the awesome PC simulation in Japan last year. It looked terrific, but to our everlasting regret, there are no plans for the game to be released in the United States. This is a game everyone should get a crack at.

May2000
51200
RCI

Another title that players may well get a crack at is Tactics Ogre from the Japanese developer, Quest. The original Ogre Battle has proven itself to be one of the most popular epic games of the year here in the United States. Its successor, which is still in development, is looking nothing short of phenomenal. Recently we looked at some of the preview materials on Tactics Ogre. Overall, the look is very sophisticated. The overworld maps have the appearance of classical maps and charts from the age of exploration. Quest hinted that rulers and other characters in the game will give Tactics Ogre more of an RPG feel than the original while preserving the strategy elements. The biggest difference, however, is in the battle screens. The original game featured 3/4 perspective scenes with adversary parties facing each other. In Tactics Ogre, battles occur on multiple 3-D levels. You actually place your characters in the battlefield to achieve an advantage. For instance, an archer on a ledge may be able to shoot more accurately. The computer places the foes and then the two sides have at it. The 3-D graphics of both towns and wilderness look terrific and characters in these settings are much larger than in the original game. Other features include the auctioning of new warriors and dialogues that occur between characters. Although Enix U.S.A. hasn't made final plans to pick up this game, the continued success of the original Ogre Battle makes it all the more likely. We're looking forward to Tactics Ogre and other great Japanese RPGs for 1996, which could be shaping up to be an even bigger Epic year than 1995.

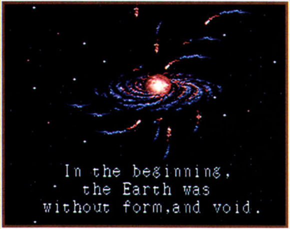
At the dawn of human history, you lead your wandering tribe into a fertile land that will become the cradle of a new civilization. Darkness and ignorance surround the people, but your wisdom and strength will lead them into a shining future. Now you can build a civilization to withstand the winds of war and the sands of time with Koei's Super NES version of Sid Meier's award-winning strategy game, Civilization.

Sid Meier's

CIVILIZATION™

ONE NATION, UNDER YOU

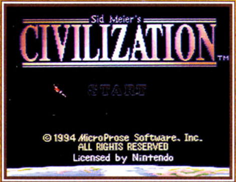
Civilization puts you in charge of an entire nation as it develops over time, from 4000 B.C. to the 21st Century. Every decision, from locating cities to waging war, falls on your able shoulders. You will become responsible for the health and wealth of millions of citizens. It's the most realistic strategy simulation game since SimCity, and it's the most fun, too.



In the beginning,
the Earth was
without form,and void.

GENESIS

Civilization made its mark originally in the computer gaming arena for PCs and Macs. The Super NES version, developed for Microprose and published by Koei, makes use of the same game design, but the graphics have changed slightly to accommodate the Super NES and the lower resolution of television sets as compared to computer monitors. In some ways, the changes make the game even better. New icons more clearly represent units or resources and the city scenes use larger, more easily identifiable characters.



Sid Meier's
CIVILIZATION™
START
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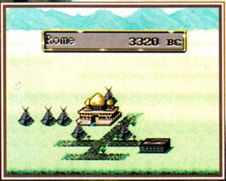
THE PRINCE

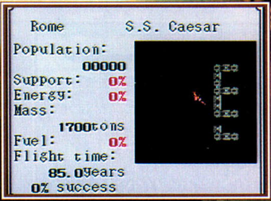
The duties of a ruler range across the spectrum of human activities. In addition to ordering your society, you must command individual units on the maps of the known world. You'll also meet with ambassadors from foreign powers and conduct talks with the leaders of those nations. The strategy element of Civilization involves utilizing all of your resources and commanding your mobile units in competition with the other nations. Unlike many strategy games, your influence is not limited to moving armies or growing food. History shows that civilizations tend to expand horizons in many fields. As knowledge grows, so does technology and art and the quality of life. A major part of Civilization requires that you direct the research that takes place in your nation. One discovery leads to another, and the new knowledge that you acquire will allow you to build new units and industries. You will also be given the opportunity to build Wonders of the World that may benefit your nation in many ways. Although you have total command, you must take into account the state of your citizens. If the people aren't content, they won't produce the food and goods that you need. One option is to give them more say in their affairs by changing your government into a monarchy, republic or a democracy.

"ONE DISCOVERY LEADS TO ANOTHER..."

PARADISE SOUGHT

The goal of Civilization, at first, is to survive and grow in an untamed, primitive world. As the years pass and your nation evolves, your goals will change. You may decide to conquer the world and destroy competing civilizations, but world domination isn't the only goal and it can limit your ultimate achievement. The most advanced civilizations develop interstellar flight and move to new planets. Warmongers may never get that chance. Working and trading with your neighbors is often more rewarding than destroying them in the long run. Civilization also allows you to set your own goals. With so many options and possible outcomes, Civilization provides more replay value than virtually any other strategy game.





Rome S.S. Caesar
Population:
00000
Support: 0%
Energy: 0%
Mass:
1700tons
Fuel: 0%
Flight time:
85.0Years
0% success

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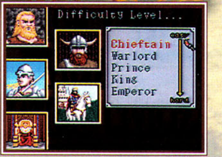
MUCH ADO ABOUT EVERYTHING

To get started building your own glorious civilization, familiarize yourself with the many areas listed below in which you must make decisions. Some elements can be controlled as you up the game while others come into play later.

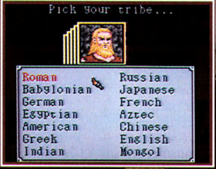
PARADISO TO INFERNO


Difficulty Level...

Chieftain
Warlord
Prince
King
Emperor

Building your civilization can be easy or murderous depending on the difficulty setting you choose. What makes life difficult? Neighboring states many become hostile. Citizens may revolt at the drop of a hat. Money may be scarce. Barbarians may sack your cities.

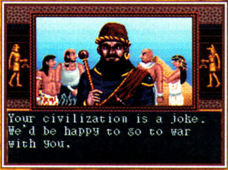
THE TOWER OF BABEL


Pick your tribe...

Roman Russian
Babylonian Japanese
German French
Egyptian Aztec
American Chinese
Greek English
Indian Mongol

First off, you must choose a nation to rule. Each of the dozen or so nations has its own character—fierce Aztecs, wise Greeks, law-abiding Romans and so on. Some of the other nationalities include Chinese, Indian, Russian, British, French, Egyptian, Mongol and American.

THE SPACE RACE

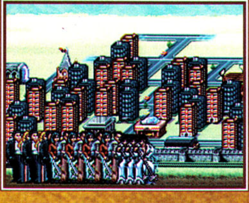

Your civilization is a joke. We'd be happy to go to war with you.

The bad guys aren't necessarily bad guys in Civilization. If you treat them nicely, they may be your friends. The general rule is to intimidate weak neighbors and appease strong ones. Learn about opponents by establishing embassies. Up to six nations may oppose you, so don't alienate them all at once. Distant nations—strong or weak—make excellent trading partners. Send caravans from your cities and watch the gold pile up.

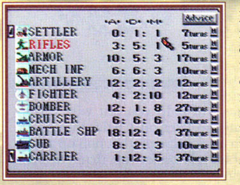
"...intimidate weak neighbors and appease strong ones."

BRIGHT LIGHTS, BIG CITIES

The success of your cities depends on three things: location, improvements and placement of citizens. Locate cities in areas with lots of natural resources. If you build in an area with high resources for production and food, like the forest square with a deer icon, you'll be able to build city facilities and mobile units quickly. Also locate cities on the sea or in river valleys. It's often nice to have coal deposits or low hills where you can build mines. Once you've settled in a location, develop it using a Settler unit. Build irrigation, roads, mines, fortresses and other improvements. Finally, place your citizen units on the most productive squares to maximize food, production, and trade. The City Menu shows the map of your city where you can move units around. The bottom box on the screen shows the effects on production when you move citizen units.



LONG LIVE THE KING



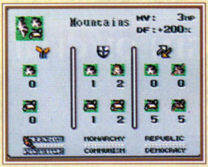
	A	D	M	
SETTLER	0	1	1	7turns
RIFLES	3	5	1	5turns
ARMOR	10	5	3	17turns
MECH INF	6	6	3	10turns
ARTILLERY	12	2	2	12turns
FIGHTER	4	2	10	12turns
BOMBER	12	1	8	27turns
CRUISER	6	6	6	17turns
BATTLE SHP	18	12	4	37turns
SUB	8	2	3	10turns
CARRIER	1	12	5	37turns

Defense of the realm is your first duty. Without military units, you can't defend your cities from barbarian raiders or foreign powers. Defensive units can be built in a city or sent from another one of your cities. By giving a city Home City units, you increase the peace in that town. You can further enhance your defenses by building city walls (at least until airplanes are developed) and barracks. As your knowledge increases, so will your ability to wage war and defend against attack. Be sure to place strong defensive units in towns while roving units along the roads should have high offensive capabilities.

"...enhance your defenses by building city walls..."

NATIONAL GEOGRAPHY

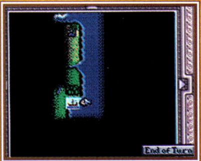
To be exploited by your nation, resources must be located within a city's 21 squares of territory. Place a citizen unit on the square with the resource icon to exploit the resource. If you have a fish icon in the city and place a unit on it, you'll notice that food production and trade go up. Your city's income also increases from the extra trade. Citizen units—appearing on the map as shields, arrows and wheat—increase as food supplies increases.

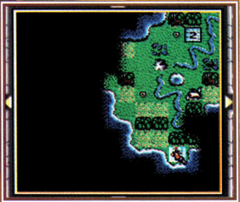


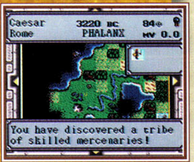
Mountains MV: 3MP
DF:+200%

THE ODYSSEY

When you begin the game, the known world consists of the map squares immediately surrounding your Settler unit. As you move into new territory, once-dark map squares become visible. Suddenly you are aware of forests, rivers, plains, lakes, seas, deserts, oases and mountains. Enemy warriors and friendly tribes also appear from out of the mists. Your earliest explorations will be tentative, but soon you will control extra units with which to scour the continent and unlock its many secrets. In time, you will build ships and sail the seas. Carrying land units on the ships, you can deliver expeditions to explore new continents. If Earth holds no surprises for you, customize the game with a randomly generated world.

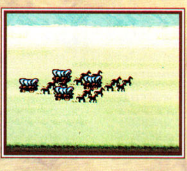




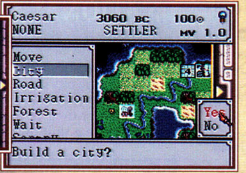

Caesar 3220 BC 84
Rome PHALANX MV 0.0

You have discovered a tribe of skilled mercenaries!

IN THE BEGINNING...



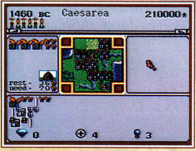
Epic Center is proud to present a guide to newly anointed rulers as they struggle to create their nations. The following strategies should answer many of your questions and help you build strong civilizations, but this is only the beginning. Epic Strategies will help you out with more advanced strategies later on. Civilization itself also helps with advice screens that pop up automatically and an advice feature that you can access at any time.


Caesar
3060 BC
100◎
NONE
SETTLER
MV 1.0
Move
City
Road
Irrigation
Forest
Wait
Yes
No

Build a city?

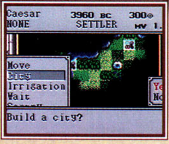
THE ORIGIN OF CITIES

Look for a rich site with extra resource icons for your first city, but don't spend too long looking. If you don't find the ideal location in four or five turns, use the best map square available. Ideally, you should place your first city on the seashore (the better for exploration later) and subsequent cities far enough away so that they don't overlap.


1460 BC
Caesarea
210000
rest: 35
need: 70
0
4
3

MANIFEST DESTINY

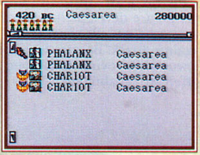
Nations must expand to compete with the big boys in production of military units. After exploring your home continent, select the best sites for new cities. If another, weaker civilization is present, crush it quickly and take over its cities.


Caesar
3960 BC
300◎
NONE
SETTLER
MV 1.
Move
City
Irrigation
Wait
Ye
No

Build a city?

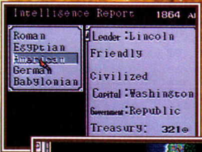
THE ARMS RACE

The first step is to defend your cities. Immediately build two Phalanx units after establishing a new town. After that, build a barracks. The combined defensive might of this strategy can withstand attacks from much more powerful units. Also, build roving units such as cavalry and chariots that can move quickly to a trouble spot. Build roads between your towns so that units in one city can help defend other cities. Finally, the best defense is a good offense. It's usually best to destroy close neighbors sooner than later.


420 BC
Caesarea
280000

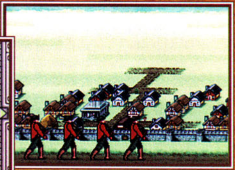
PHALANX	Caesarea
PHALANX	Caesarea
CHARIOT	Caesarea
CHARIOT	Caesarea

MILITARY INTELLIGENCE?


Intelligence Report
1864 A
Roman
Egyptian
American
German
Babylonian

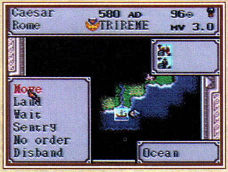
Leader :Lincoln
Friendly
Civilized
Capital :Washington
Government :Republic
Treasury: 321◎

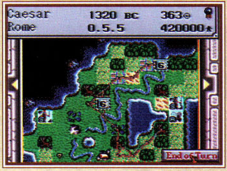
Know thy enemy. How can you learn about them? Send a diplomat into their capitals, set up an embassy and watch their movements. Some foreign leaders will take offense at anything. Be tough and don't give away technologies that lead to weapons. Avoid paying tribute. And don't pick fights unless you know you can take the enemy quickly. Late in the game you'll develop nuclear technology. A bit of advice: don't nuke your enemies.



MARCO POLO II

Widen your knowledge and fatten your purse by building expeditions. A trade expedition should include one or more caravans. Each caravan should stop in a different foreign city—the farther from home, the better. Colonial expeditions should include a Settler unit and a military unit. A second Settler unit can improve the surrounding land of the city, then join the city for rapid growth.


Caesar
Rome
580 AD
TRIREME
96
MV 3.0
Move
Land
Wait
Sentry
No order
Disband
Ocean

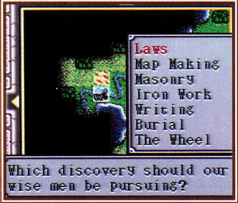

Caesar
Rome
1320 BC
0.5.5
363
420000
End of Turn

SAIL THE SEVEN SEAS

Transportation improves throughout the game. At first, you have foot units that move a single map square each turn. Later, you learn to ride horses, you develop the wheel and; eventually, you learn to build ships. The first ships, Triremes, employ rowers. They move three map squares each turn, but they can't end the turn away from land. Sailing ships, steam ships, battleships and aircraft carriers will all follow as your knowledge grows. Eventually, you'll also develop airplanes and a space ship to take you to the stars. On the ground, roads and railroads speed up travel while cars add to pollution.

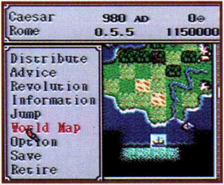
TIME BANDITRY

One of the most crucial elements of Civilization is the increase of knowledge that leads to new inventions. The passage of time becomes a strategic factor as your scientists race against the clock to invent new things like the Wheel or Steam Power. Almost all inventions are based on earlier discoveries, so, if you know the sequence of what leads to what, you can reduce the time it takes to reach the desired invention. As you start the game, Pottery is a vital invention because with it you can build the granary and the granary allows your population to grow. If you don't have Pottery, make it your first priority. After that, Horse riding and the Wheel are important because they allow for the chariot unit, which is a powerful offensive weapon. It's a good idea to make a chart of important discoveries as you go. For now, may you live long and prosper.


Laws
Map Making
Masonry
Iron Work
Writing
Burial
The Wheel

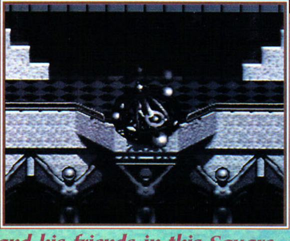
Which discovery should our wise men be pursuing?

> "...your scientists race against the clock..."


Caesar
Rome
980 AD
0.5.5
0
1150000
Distribute
Advice
Revolution
Information
Jump
World Map
Option
Save
Retire

SECRET OF EVERMORE™

Hollywood daydreams become a waking nightmare when a boy and his dog pass through the portals of Evermore. Explore the four make-believe worlds made real by Prof. Ruffleberg and his friends in this Square Soft adventure. Although not a sequel to Secret of Mana, Secret of Evermore looks like it came from the same, classic mold. This is not a game you can afford to miss. Although Epic Center begins its coverage this month, Evermore probably won't appear in the stores until November.



We should get out of here before something goes terribly wrong!

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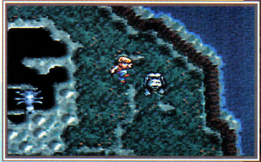
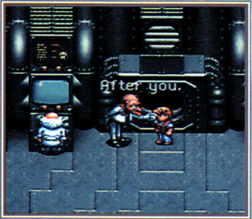
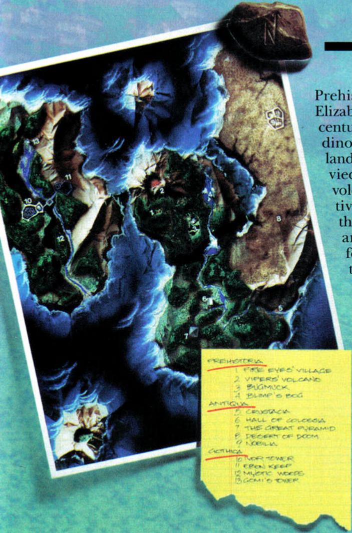
The Show's Over

Thirty years ago, Professor Sidney Ruffleberg sparked Evermore into existence in his hilltop mansion above the sleepy town of Podunk. But just as the incredible experiment began, something went horribly wrong, and the four dreamers who had seen their imagined worlds become reality suddenly became trapped in those worlds themselves. Their utopian dreams became nightmares and the mansion and its secret lab remained a dark enigma for decades. Then, a boy wandering home after watching a matinee at the Bijou stumbled upon the lab. When his dog chewed on a wire, a device zapped them away to Omnitopia. There, briefly, the boy met Prof. Sid and his butler, Carltron. But moments later he found himself facing two attacking robots, and then the bottom dropped out completely and he plunged in an escape pod toward the dinosaur infested jungles of Prehistoria, the first of the imagined worlds.

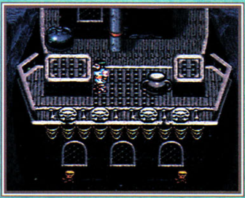


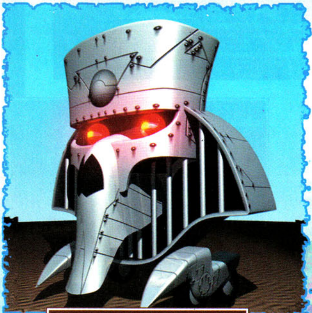


Worlds of Imagination


PREHISTORIA
1 FIRE EYES' VILLAGE
2 VIPERS' VOLCANO
3 BUGMUCK
4 BLIMP'S BOG
ANTIQUA
5 CRUSTACIA
6 HALL OF COLOSSIA
7 THE GREAT PYRAMID
8 DESERT OF DOOM
9 NOBILIA
GOTHICA
10 IVOR TOWER
11 EBON KEEP
12 MYSTIC WOODS
13 GOMI'S TOWER

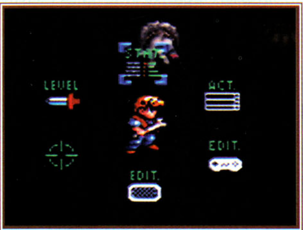
Prehistoria, conceived by Elizabeth, who loved her 20th century image of Barney-like dinosaurs, became a savage land where people and beasts vied for supremacy. Now a volcano threatens the primitive world, where raptors thrive in the dense jungle and Elizabeth lives with fellow tribe members in a tiny village. The other worlds include Antiqua, a world full of historical places and characters conceived by Horace Highwater, the dark and stormy Gothica, where Camellia Bluegarden and alter-ego Queen Miranda rule, and the futuristic Omnitopia where Prof. Ruffleberg works to set right what went so badly wrong. Each of the worlds contains unique items, armor, weapons and alchemy formulas, not to mention enemies and untold puzzles.



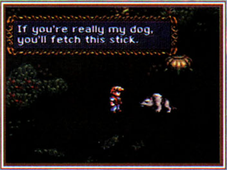


Mana to Evermore

More than half a million players explored Secret of Mana last year, making it second only to the Legend of Zelda: A Link To The Past in the adventure category. Now, Secret of Evermore adds to the mix of real-time action and character growth that characterized Mana with a touch of story-telling and humor that are uniquely American. The mechanics of the game, like the use of menu rings and power meters, work the same as they did in Mana. Game characters talk to you and, at times, take over the action in scripted cinema scene sequences. Evermore also lets players customize their own text windows and controller setups, enter their own character names and save games with the battery-backed memory.



Dog Day Afternoon

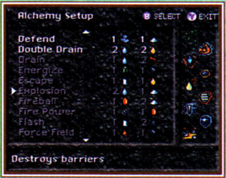


If you're really my dog,
you'll fetch this stick.

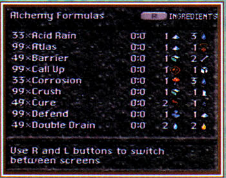
Do you feel like a dog or a man? In Evermore, it doesn't matter. You can play either role while the computer directs your companion. Your control over the secondary character goes a step further. In the Action Ring menu, you can set the characteristics of your two- or four-footed pal on a seven-step scale. For the boy, the scale runs from Defensive to Aggressive. The dog's scale, however, determines whether the dog will spend most of its time searching for items by sniffing the ground or fighting. You can use the Target command to sic the dog, or the boy, on a particular enemy while you control the other character. The dog transforms several times during the game into specialized forms.

The Art of Alchemy

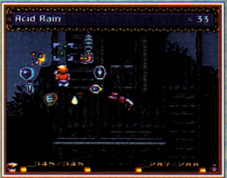
The fact that mankind has sought the secrets of alchemy for thousands of years—and failed to find anything—should in no way discourage you. By combining varying amounts of ingredients such as wax and oil, you can create formulas that produce useful effects. You must learn the formulas from an alchemist and possess the right amounts of ingredients first. Then, select your formula by activating the Alchemy Ring and pushing Down. Formulas can be used against individuals or groups.



```
Alchemy Setup            B SELECT  Y EXIT

 Defend              1    1
 Double Drain        2    2
 Drain               1    2
 Energize            1    1
 Escape              1    1
▶Explosion           2    1
 Fireball            1    2
 Fire Power          1    1
 Flash               1    2
 Force Field         1    1

Destroys barriers
```

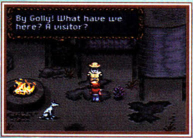


```
Alchemy Formulas          R INGREDIENTS

33×Acid Rain         0:0   1   3
99×Atlas             0:0   1   1
49×Barrier           0:0   1   2
99×Call Up           0:0   1   1
33×Corrosion         0:0   1   3
99×Crush             0:0   1   1
49×Cure              0:0   2   1
99×Defend            0:0   1   1
49×Double Drain      0:0   2   2

Use R and L buttons to switch
between screens
```



Acid Rain ×33

The Dreamers

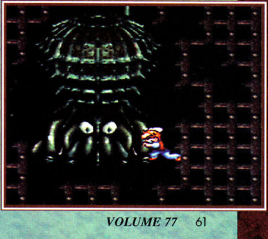


By Golly! What have we here? A visitor?

The four worlds of Evermore were created in the imaginations of the Professor's friends and from his own brilliant mind. When the experiment went berserk, trapping the people in their fantasy worlds, it still left the creators in partial control of their own destinies. During game play, you'll look for each of the leaders and do their bidding, which includes fighting nightmarish villains. Fortunately for you, they are willing to help you out in times of need. Each leader has special talents that can be called upon by using the Call Beads. Elizabeth calls up strong attacks such as Flare and Heat Wave. Horace Highwater, the historian, offers a super Heal skill and Confound to confuse enemies. Camellia unleashes a Plague or Shock Wave. Prof. Ruffleberg can restore your HP or blast foes with the Electra-Bolt. Since Call Beads are limited, use them sparingly.

It Came From...

The enemies in Secret of Evermore range from pesky mosquitoes to throbbing metallic engines of destruction. Beyond the inhabited areas like towns and villages, enemies may strike at any moment. Your weapons include swords, axes, spears and bazookas. You'll also use alchemy formulas, oh yes, and your fearless dog pounces on enemies, baring its fangs. As in Mana, every attack depletes your power meter and a second or two passes before you can attack at full power again. Most of the outer world enemies use simple attacks and movement patterns, but their damage can be severe. But the basic baddies are nothing in comparison to the masters of mayhem who rule the labyrinths. The first major foe is Thraxx, a giant bug that drops maggots then douses you with acid rain while clawing at you with long, spider-like legs. And it just keeps getting tougher. Next month, we'll start the play-by-play.



CHRONO TRIGGER

Unless you follow exactly the same steps twice, no Chrono Trigger game will be the same. This month's Epic Strategy highlights a few of the meaner enemies and unique features in the game. As you leap through time and space, review these tips to help pass the time and save the world.

THE GARGANTUAN, THE BAD AND THE UGLY

Like other RPGs from Square Soft, Chrono Trigger is well stocked with baddies—in fact, there are nearly forty major guardians in the game. This month's column highlights a few of the worst. If you need additional help or information, be sure to check out the new Nintendo Power Chrono Trigger Player's Guide.

Azala & Black Tyrano

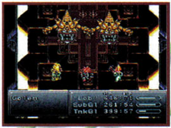
Azala is a green lizard paired up with a large, fire-breathing, black tyrannosaurus rex. You encounter this dangerous duo in the Tyrano Lair in 65,000,000 B.C. Azala has only 2,700 hit points and quickly succumbs to Volt Bite and Ice Sword 2. Concentrate on eliminating the green lizard and ignore the Black Tyrano. Until Azala is removed from the battle, any attacks against The Black Tyrano's tough hide are wasted time and energy. Use the Haste spell to speed up combat opportunities for your party. After Azala is eliminated, the Black Tyrano lowers his defense and counts down from five. When the Black Tyrano reaches zero he breathes fire. While the dinosaur counts down, unload with Volt Bite and Ice Sword 2 spells. If you cast Haste early on, you should inflict more damage than normal. After being incinerated, quickly heal the party with the Aura Whirl and Cure Spells. Return to the offensive only after your party is near full strength. The party level should be around Level 25.

Giga Gaia

Giga Gaia is a massive statue with two enormous hands. This monster is found in the Terra Cave in 12,000 B.C. after you defeat the Mud Imp and Beasts. Equip the Red Vest and Black Vest prior to engaging Giga Gaia. Using this armor will heal your party. Giga uses his right hand to cure himself, so make this hand a priority target. Each hand has 2,000 hit points. After both of Giga's hands are destroyed, attack his head with the Volt Bite and Cube Toss. The statue's head has 9,500 hit points. The average level of your party members should be at least 32.

Golem Twins

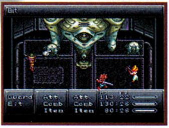
The Golem Twins reside in the Ocean Palace in 12,000 B.C. These yellow beasts have pointed heads and a mouthful of sharp incisors. Their best defense is your best offense: they like to copy all of your attacks. Since they replicate the magic you cast against them, be sure to select an armor that heals you when you're hit with the spell you wish to cast. In other words, equip the White Vests if you attack with lightning spells, the Red Vests if you use fire spells, or equip the Blue Vests if you decide to cast water or ice based spells. When the Twins mimic your attacks, the armor you selected will heal you instead of hurting you. The Golem Twins have 10,000 hit points apiece. Keep your levels around 35 and try to use Crono, Marle and Ayla with the message and combat speed on slow.



It's the scare pair! The Golem Twins mimic all of your attacks.

Guardian

The Guardian is a large robotic mechanism found in 2300 A.D. at the Arris Dome. Two small metallic pods are attached to the sides of the robot. You must destroy both pods before attacking the Guardian. The pods have 250 hit points apiece and can be quickly eliminated with regular weapons.



Eliminate the two small pods attached to both sides of the Guardian robot in the Arris Dome.

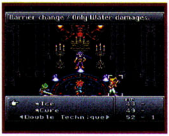
The main body of the robot has 1,200 hit points. After the pods are destroyed, the Guardian counts down for five seconds before regenerating new pods. Use tonics to keep your party near full strength throughout the battle. The average level for party members should be at or above ten.

Heckran

Heckran is a large lizard with huge claws and spikes on his back. He lives in Heckran Cave (where else?) in 1000 A.D. Physical attacks cannot harm the lizard. Use magic (Fire, Ice and Lightning based spells) and keep your party near full strength with Aura Whirl and Mid Tonics. The average level of your party should be around 12. Heckran has 2,100 hit points.

Magus

A master magician with long blue hair and a cape, Magus is found at his lair in 600 A.D. and at the North Cape in 12,000 B.C. While fighting, watch the screen for hints regarding which magic can damage Magus. Since his vulnerability changes, be sure to watch closely. If you accidentally pick the wrong magic, the spell you cast will heal the magician. For example, if Magus is weak against lightning, you would want to cast spells like Lightning, Super Volt, Volt Bite or Lightning 2. Be sure to keep your party at full strength with Heal and Aura Whirl spells. This is a long battle. Magus has a total of 6,666 hit points. When 3,000 hit points have been eliminated, the magician changes his strategy and you can cast any spell against him. Heal up your party again when Magus evokes the Dark Matter spell. Keep inflicting damage until the magician calls it quits. If you still have trouble with Magus, make sure your levels are at or above 25 and that you're watching the screen closely when Magus changes his magical barrier to see what will hurt him.


Barrier change / Only Water damages.

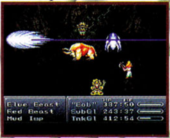
Magus is vulnerable to certain magic attacks, but you have to watch closely for any hints.

Masa and Mune

Masa and Mune are two little elves you meet at the Denadoro Mountains in 600 A.D. These tiny guys transform into a nasty yellow giant after one of them is defeated. Cast Fire Sword and Napalm on Mune (the elf on the right) until he is eliminated. Masa and Mune in elf form have 1,000 hit points each. Keep healed up with Aura Whirl and Mid Tonics—this shouldn't be a problem until the elves start playing hardball. The yellow horned giant has 3,600 hit points. Keep casting Fire Sword and Napalm until the beast is toast. The average level of your party should be at least 15, but you might find it easier if the levels are even higher.

The Mud Imp and his Pals

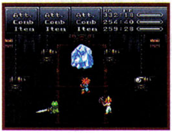
The Mud Imp rides on the back of a Red or Blue Beast in the Terra cave in 12,000 B.C. Many players are fooled into targeting the Imp instead of the beasts—this strategy makes the battle considerably tougher. The Falcon Hit attack is the best method for destroying the beasts, but you can opt to take the monsters out one at a time. Dispose of the Blue Beast first with regular attacks and the Cube Toss spell. Each beast has 5,000 hit points. After the Blue Beast is destroyed, use Volt Bite and regular attacks on the Red Beast. Once both beasts are eliminated, the Mud Imp eventually retreats into the recesses of the cave. If you insist on taking the imp out, he has 1,200 hit points. Your party members should be at least at Level 30, slightly higher if you're determined to drop the Mud Imp first.



When engaging the Mud Imp, concentrate on attacking his Red and Blue Beasts.

Ozzie

Ozzie is a green creature with a long, broad snout and an obese body. He lives in Magus's Lair in 600 A.D. If you're attempting to hit Ozzie, you're missing the mark. Ignore the ugly creature and target the four switches surrounding him. Push left or right on the Control Pad to target each switch. When all four switches are destroyed, Ozzie drops out of the picture. Your average party level should be around 20.



Destroy all four of the switches to drop Ozzie out of the picture.

Zombor

A large, two-part skeleton, Zombor inhabits the Zenan Bridge in 600 A.D. Each half of the skeleton has 1,000 hit points. Use the Antipode spell to destroy the top half of Zombor, then cast Firl Whirl or employ normal attacks to eliminate the bottom half. If the party runs low on hit points, evoke the Aura Whirl spell and use a few Mid Tonics. The average level of your party should be 12.

ALTERED DESTINIES

If you're stuck, curious or simply looking for trouble, alter your game play destiny with the following tips.

Grave News

Many players stumble over the grave of Thomas Levine (Toma) in 1000 A.D. and leave without exploring a new and important area. Go to 600 A.D. and talk to Toma in the Cafe on the eastern side of the world. He'll give you Toma's Pop and ask you to pour it over his grave if he dies. Return to 1000 A.D and pour it on the grave (hit the A Button when you're over the grave). By pouring the liquid on the grave, an entrance to the Giant's Claw is created in 600 A.D. You can find the Blue Stone here.

The Sunken Desert

Sometimes the smallest and seemingly most insignificant decision carries major consequences. In the Zeal Palace in 12,000 B.C. the party may bump into a girl with a plant. The girl asks the group for advice: should she burn the plant or keep it and plant it later. If you tell the girl to let the plant grow, the Sunken Desert will emerge in 600 A.D. next to Fiona's house. If you tell the girl to burn the plant, the Sunken Desert will not appear in the game.

CLASSIFIED INFORMATION

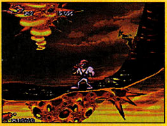
NINTENDO TOP SECRET POWER

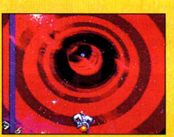
EARTHWORM JIM

From Agent #027

Stage Select

Everyone's favorite earthworm is back, and Jim is hopping mad! If the cosmic junkyard dogs are getting you down, you can skip to the next stage with this simple procedure. At any point in the game, just press Start to pause the action. Next press A, B, X, A, A+X, B+X, B+X, A+X. After about five seconds, you'll automatically skip to the beginning of the next stage. You can even use this trick to get to the end of the game.


If you find yourself in a tight spot, just pause your game.

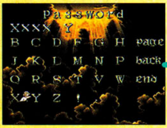

Enter the code and—voila!—you're in the next stage.

ActRaiser 2

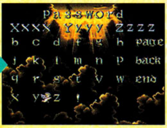
From Agent #651

Fight Again

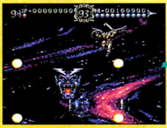
So you've managed to defeat Tanzra and all his demon hordes in both Actraiser and Actraiser 2? Well, here's your chance to prove your fighting prowess one more time with this special Actraiser 2 password. Go to the password screen and enter Xxxx Yyyy Zzzz. This password will zip you to a special stage to face Tanzra in his final forms, and there is rumor of an even greater threat that follows.

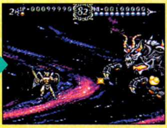


Go to the password screen and enter Xxxx Yyyy Zzzz.



Press the Select button to use the lowercase letters.


Tanzra is a formidable foe no matter what form he takes.


There are no more meteors, but Tanzra's fireballs are even worse!

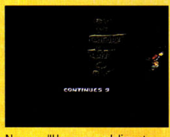
PITFALL™

From Agent #830

Unlimited Continues

This code will let you continue your trek, no matter how many times you fall into a bog of quicksand! Press Start several times very quickly on the Continue screen. The number of continues will jump to 9. After that, the number of continues will never drop, even if you do!

The quicksand bogs can be a real drag.



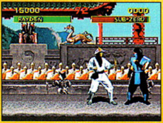
Now you'll have enough lives to finally get out of the jungle!

MORTAL KOMBAT™

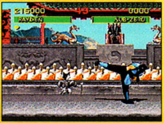
From Agent #340

Special Effects

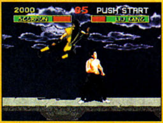
Here are two cool tricks for fans of the now-classic Mortal Kombat. In the two-player Tournament mode, damage one fighter until he's one hit away from defeat. Let the timer run down to one second, then throw the weakened fighter. If you do this correctly, both fighters will be able to move off the edge of the screen in the next round. The second trick works against any computer-controlled fighter. Jump over your opponent and kick without hitting him. Repeat this until your opponent blocks, then jump over him and kick without hitting one more time. The other fighter will freeze until you hit him!


15000
RAYDEN
0000
SUB-ZERO

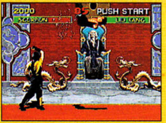
It would be tempting to take him out now, but wait for the timer.


215000
RAYDEN
0000
SUB-ZERO

The challenge now is actually finding your opponent.


2000
SCORPION
85
PUSH START
LIU KANG

Keep jumping and kicking without hitting your opponent.


2000
SCORPION
85
PUSH START
LIU KANG

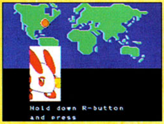
You may never have another chance like this. Sucker punch!

AERO FIGHTERS™

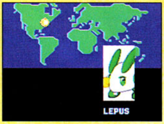
From Agent #122

New Pilots, Powerful Planes

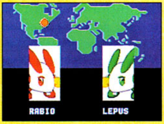
Use this code to fly as Rabio and/or Lepus in the one- or two-player mode. On the player select screen, hold the R button on Controller 1. Press Left, Down, Right, X, Y, A, B, Left, Down, Right, Down, X, Y, A, B. After the new pilots appear, press Start.


Hold down R-button
and press

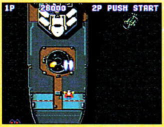
To use Rabio in a one-player game, press Start and enter the code with Controller 1.



To use Lepus in a one-player game, press Start on Controller 2 then enter the code with Controller 1.


RABIO
LEPUS

For a two-player game, enter the code with Controller 1.


1P
28000
2P PUSH START

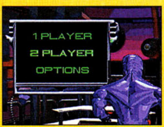
You'll have a very small airplane with very big guns! .

RISE™ OF THE ROBOTS

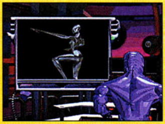
From Agent #789

Big Help

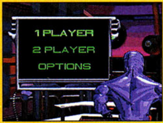
Surprise your opponent by pressing Up, Right, Down, Left and B on the Player Select screen. Now you'll be able to choose the powerful Supervisor robot! Would you rather skip the trouble of fighting and see the cool ending cinema scenes? Press Left, B, Right, B, Down, Left, Right and B on the Player Select screen.


1 PLAYER
2 PLAYER
OPTIONS

On the Player Select screen, press Up, Right, Down, Left and B.



Now YOU'RE the Supervisor. Get ready to rumble!


1 PLAYER
2 PLAYER
OPTIONS

Press Left, B, Right, B, Down, Left, Right and B.

Watch each of your opponents go down in defeat.

CLASSIFIED INFORMATION

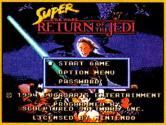
SUPER STAR WARS RETURN OF THE JEDI

From Agent #413

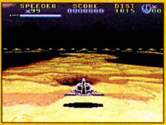
Unlimited Help

If the Force isn't with you as much as you'd like it to be, use these codes to put an end to the Empire! Wait for the "Start Game" screen to appear, enter a code and then press Start. The debug code lets you access a special menu any time during the game. You can then adjust the starting stage, number of lives, character or weapon being used and the level of health. To access the debug menu with Controller 1, hold A and B and press Start. To access the menu with Controller 2, hold L and R and press Start.

99 Lives: Press X, X, B, A, Y
Unlimited Thermal Detonators: Press B, X, B, X, B, X, B, B, B, Y
Debug Menu: Hold L and R on Controller 2, then press A, A, B, B, X, X, Y, Y, A, B, X, Y, A, B, X, Y on Controller 1.


SUPER
STAR WARS
RETURN OF THE JEDI
START GAME
OPTION MENU
PASSWORD
© 1994 LUCASARTS ENTERTAINMENT
PROGRAMMED BY
SCULPTURED SOFTWARE INC.
LICENSED BY NINTENDO

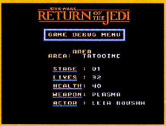
If a code doesn't work, turn the Super NES off and on. Pressing Reset will not work.


SPEEDER
x99
SCORE
0000000
DIST
1015
x
00

With 99 lives in reserve, you shouldn't have any problem getting to the end of the game.

CHEWIE
x03
SCORE
0000230
SPIN
x
05

Unlimited thermal detonators do not a Jedi Knight make!


STAR WARS
RETURN OF THE JEDI
GAME DEBUG MENU

```
AREA
AREA:   TATOOINE

STAGE  : 01
LIVES  : 32
HEALTH : 40
WEAPON : PLASMA
ACTOR  : LEIA BOUSHH
```

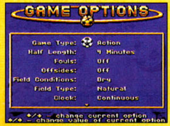
If you can't win now, you'd better become a freighter pilot!

FIFA INTERNATIONAL SOCCER

From Agent #737

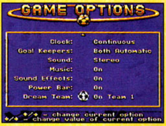
Dream Teams and Crazy Balls

Soccer fans can now compete with the best teams in the league or just have fun with these codes. Any of these codes can be entered on the Option screen before a game starts. The special effects (except for the Dream Team option) can be turned on or off during a game.


GAME OPTIONS
↑/↓ - change current option
←/→ - change value of current option

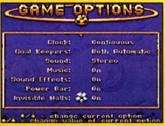
```
       Game Type:   Action
     Half Length:   4 Minutes
           Fouls:   Off
        Offsides:   Off
Field Conditions:   Dry
      Field Type:   Natural
           Clock:   Continuous
```

Press A, A, B, B, Y, Y, X, and X on the Option screen to make the Dream Team option appear.


GAME OPTIONS
↑/↓ - change current option
←/→ - change value of current option

```
         Clock:   Continuous
  Goal Keepers:   Both Automatic
         Sound:   Stereo
         Music:   On
 Sound Effects:   On
     Power Bar:   On
    Dream Team:   On Team 1
```

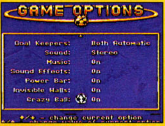
With this Option turned on before a game, all of your players will have maximum attributes.


GAME OPTIONS
↑/↓ - change current option
←/→ - change value of current option

```
          Clock:   Continuous
   Goal Keepers:   Both Automatic
          Sound:   Stereo
          Music:   On
  Sound Effects:   On
      Power Bar:   On
Invisible Walls:   On
```

Press Y, Y, Y, X, A, A, A and B for the Invisible Wall option. If a code doesn't work, reset your game.

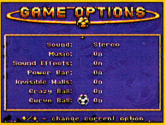
The Invisible Walls prevent the ball from ever leaving the playing field, which can be good and bad.


GAME OPTIONS
↑/↓ - change current option

```
   Goal Keepers:   Both Automatic
          Sound:   Stereo
          Music:   On
  Sound Effects:   On
      Power Bar:   On
Invisible Walls:   On
     Crazy Ball:   On
```

Press X, A, B, Y, Y, B, A, and X for the Crazy Ball option. You can use any or all codes at the same time.

The ball will rarely roll or fly in a straight line. Now we'll see who's the best player!


GAME OPTIONS
↑/↓ - change current option

```
          Sound:   Stereo
          Music:   On
  Sound Effects:   On
      Power Bar:   On
Invisible Walls:   On
     Crazy Ball:   On
     Curve Ball:   On
```

Press B, A, R, B, Y and L for the Curve Ball option

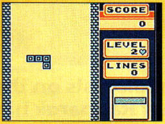
This code allows you to control your goal shots. Score!

TETRIS™

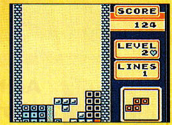
From Agent #369

Get Ahead of Yourself

If you're one of those Tetris whizzes who just breezes through the first few stages, here's a code that will let you bypass the boring stuff and get to the tough stages in a hurry. Hold Down and press Start to make the Option screen appear. Select the A or B game. The game will start normally, but there will be a heart next to the level number, indicating that you're actually playing ten levels ahead of the level shown.


SCORE
0
LEVEL
2♡
LINES
0

If you enter the code properly, a heart will appear.


SCORE
124
LEVEL
2♡
LINES
1

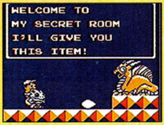
Forget the easy stages—go for the record!

ADVENTURE ISLAND™

From Agent #584

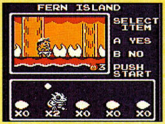
Continue with All Items

Here's a trick that allows you to continue your game from the beginning of the stage you are defeated in. For the trick to work, you must locate the Hudson Bee in the first stage, Fern Isle. It's in the left Cave (the third level of Fern Isle) bonus room, which you get to by jumping up and down after you pass the fourth skull. When your game is over, hold Left and press Start. The code also lets you retain all your items.



WELCOME TO
MY SECRET ROOM
I'LL GIVE YOU
THIS ITEM!

Find the Hudson Bee, then hold Left and press Start when your game is over.


FERN ISLAND
SELECT ITEM
A YES
B NO
PUSH START
3
X0
X2
X0
X0
X0

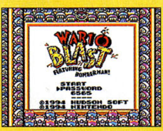
Next thing you know, you'll be back to island hopping with Higgins.

WARIO BLAST FEATURING BOMBERMAN!

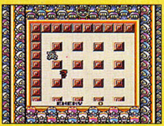
From Agent #217

More Fun Passwords

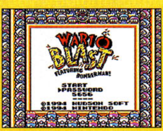
Agent #217 comes through with two new passwords for Wario Blast. These passwords let you enter special battle stages, one with Wario and one with Bomberman. The game ends when you're defeated, and the password given to you serves no purpose. Happy bombing to you!


WARIO BLAST FEATURING BOMBERMAN!
START
▶PASSWORD
6565
©1994 HUDSON SOFT
©1994 NINTENDO

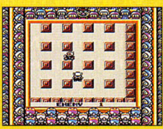
Enter 6565 as your password to get to the Wario battle stage.



He's a cad sometimes, but even Wario has a good side.


WARIO BLAST FEATURING BOMBERMAN!
START
▶PASSWORD
5656
©1994 HUDSON SOFT
©1994 NINTENDO

Enter 5656 as your password to access the Bomberman battle.



Bomberman cuts a more dashing figure than Wario.

WANTED: SPECIAL AGENTS

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

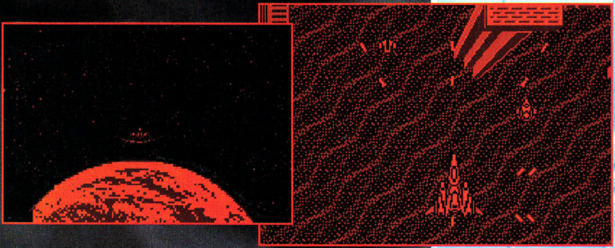
HURTLE INTO A VIRTUAL FREE-FOR-ALL TO SAVE THE WORLD!

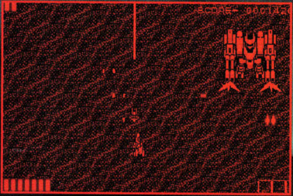
VERTICAL FORCE™

TAKE AIM AGAINST AN ARMY OF DEADLY DRONES

You've never experienced anything like this six-stage shoot-'em-up developed by Hudson Soft! Thanks to Virtual Boy's dazzling technology, you can blast the invading hordes by moving your starfighter in three dimensions. Nintendo is looking into picking up this hot title for release later this year!

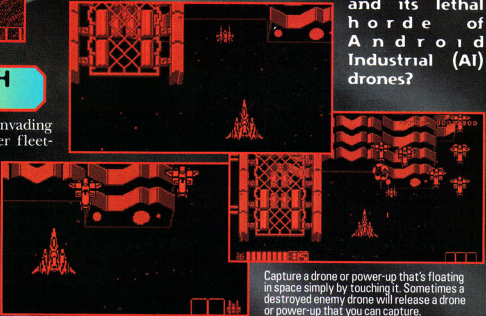
Archeologists on the planet Ragnarok have unearthed an ancient starfighter. This strange but powerful craft is the only weapon that can stop an invasion of killer spacecraft, and as the world's greatest flying ace, you're asked to fly it. Your mission: save the world!





MITTGARD, THE MURDEROUS MAINFRAME

A giant computer on a colonized planet has gone berserk. Mittgard's new mission is to destroy humanity and pound the earth into dust! Can you stop this marauding mainframe and its lethal horde of Android Industrial (AI) drones?

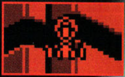


Capture a drone or power-up that's floating in space simply by touching it. Sometimes a destroyed enemy drone will release a drone or power-up that you can capture.

RUN AMOK WITH RAGNAROK

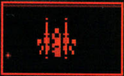
The Ragnarok fighter lets you grab invading drones and use them to fight former fleet-members! You can manually control captured drones or you can let them maneuver and shoot according to their programmed capabilities. You can replenish a drone's energy by stashing it in reserve. Later, you can recall the drone that is best for a particular situation. Sure you're an ace pilot, but you're glad to take all the help you can get!

WEAPON LASER



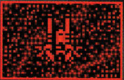
Not many enemy ships can resist a direct hit from the Weapon Laser. The more power this drone has, the thicker its beam. This straight-shooter delivers heavy damage when fighting one-on-one with big bosses but doesn't work so well when being attacked from all angles.

MULTI-SHOT



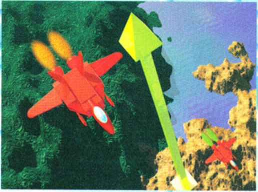
The best drone for inter-galactic dogfights, the Multi-Shot fires both forward and behind. When fully powered-up, Multi-Shot fires two weapons forward and two to the rear. In automatic mode, captured drones will change altitude independently of the Ragnarok.

REPAIR



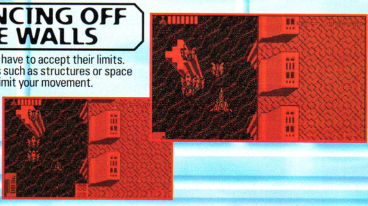
This drone shoots forward and, if sufficiently powered-up, to the rear. Its chief advantage, though, lies in its ability to restore Ragnarok's energy when no enemies are around. Use it wisely if you want to make it to Mittgard!

YOU HAVE TO FIGHT THE POWER IN 3-D

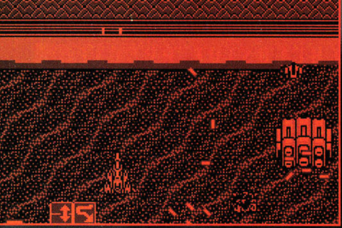


Diehard shoot-'em-up fans know they must watch their backs in a fighting situation. With Vertical Force, you have to watch above and below as well! Keep cool and collected, or else you'll find yourself escaping one deadly dogfight only to find yourself in another!

BOUNCING OFF THE WALLS



Even fighter aces have to accept their limits. You'll find barriers such as structures or space battleships that limit your movement. Sometimes the Ragnarok fighter will disappear from sight for agonizing seconds. Then you'll know what it means to fly blind!

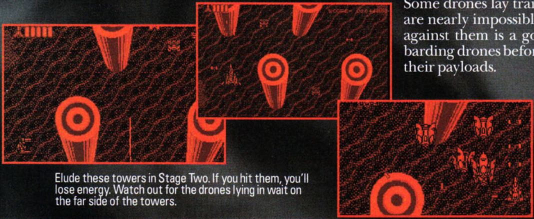


BE QUICK OR BE GONE

You'll have to move like quicksilver if you want to survive all the silicon slayers out to get you! Drones can appear at any time from any angle, so don't stop thinking about your next move.

WELCOME TO DODGE CITY

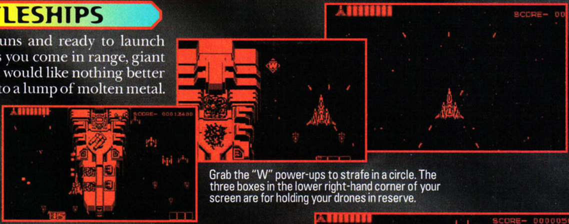
Some drones lay trails of pesky little bombs that are nearly impossible to avoid. The best defense against them is a good offense. Blast the bombarding drones before they have a chance to drop their payloads.



Elude these towers in Stage Two. If you hit them, you'll lose energy. Watch out for the drones lying in wait on the far side of the towers.

SPACE BATTLESHIPS

Bristling with rapid-fire guns and ready to launch dozens of drones as soon as you come in range, giant spaceships sent by Mittgard would like nothing better than to turn your fighter into a lump of molten metal. If one of these ships passes over you, you'll be stuck at the lower altitude. Fortunately, these ships don't have any artillery underneath.



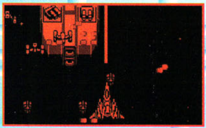
Grab the "W" power-ups to strafe in a circle. The three boxes in the lower right-hand corner of your screen are for holding your drones in reserve.

PICK UP POW-POW POWER

You'll need every available weapon to halt Mittgard's marauding minions, so grab a power-up whenever you see one. Because deadly drones sometimes surround power-ups, you have to be willing to take a hit to get some help!

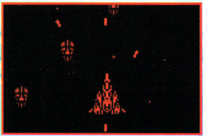
LASER

One brief blast from this deadly weapon obliterates most enemies and obstacles on contact. You can also take out squads of drones with one shot if they're lined up one behind the other.



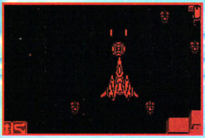
MULTI-SHOT

Here's the perfect power-up for when you're flying through swarms of circling enemies. Multi-Shots have a tougher time against heavily armored drones, though.



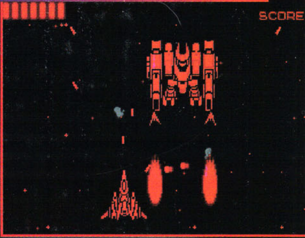
SHIELD

This power-up is particularly helpful when you're battling deadly bosses. When it has sufficient energy, it will spin and fire like a death-dealing dervish!



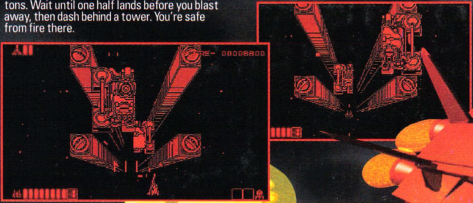
PROGRAMMED TO PULVERIZE

In each stage you'll encounter Bratt, a giant robot who's definitely armed and ready. You'll also have to battle a huge robo-warrior at the end of each stage if you want to make your final meeting with Mittgard!



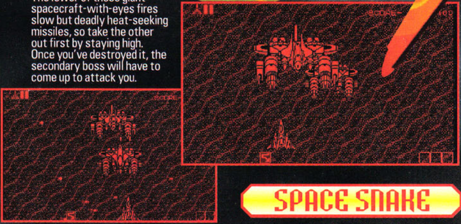
VERTIGO A GO-GO

The two halves of this boss reciprocate like pistons. Wait until one half lands before you blast away, then dash behind a tower. You're safe from fire there.



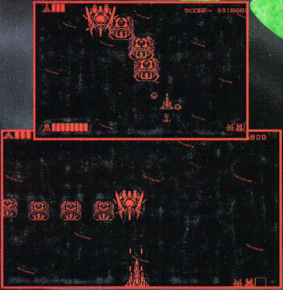
EYE THE JURY

The lower of these giant spacecraft-with-eyes fires slow but deadly heat-seeking missiles, so take the other out first by staying high. Once you've destroyed it, the secondary boss will have to come up to attack you.



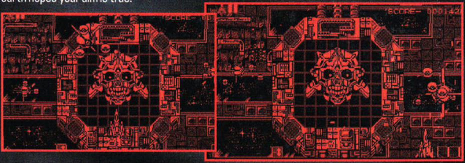
SPACE SNAKE

This virtual viper will try to sting you with its whipping tail. Stay high to avoid the tail and fire at its head. Try to defang this boss with a laser drone if you have one.



SILICON SKULL

Don't even bother trying to destroy the drones that circle around this skeleton cyborg. They're virtually indestructible. Instead, keep firing away at the cyborg's eyes and mouth. Everyone back on earth hopes your aim is true!



It takes guts and smarts to fly an alien starfighter like the Ragnarok. Have you got what it takes? Jump in to the cockpit and find out!

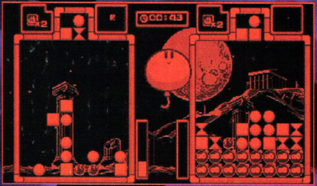
AN EXPLOSIVE PUZZLE

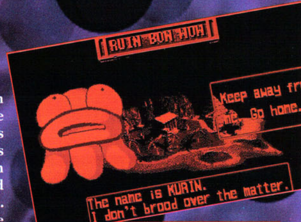
What would happen if you combined Dr. Mario with Bomberman? You might end up with Panic Bomber for Virtual Boy. This action puzzler gives you all the ammunition you'll need to blow away the computerized competition. Can you conquer nine boss opponents, collect the three medals of power and bring back the Golden Statue? Just don't panic!

PANIC BOMBER™

THERE'S A FIRE IN THE HOLE

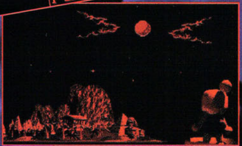
The name may be Panic Bomber, but the last thing you can afford to do is panic. Cool heads will prevail and nab the three prized medals from the bad bombers who oppose you in this split screen, puzzle action game. Although Panic Bomber was developed by Hudson Soft, Nintendo may end up publishing it this fall. Like many Tetris-like games, Panic Bomber involves falling blocks. You line them up then blow them up. Panic Bomber makes use of the 3-D capability of Virtual Boy, but only in stage intro screens.



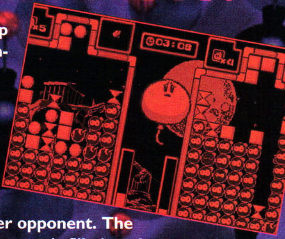


Keep away fr
me. Go home.

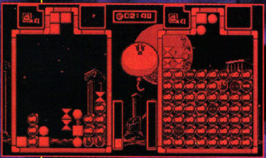
The name is KURIN.
I don't brood over the matter.



RUBBLE-IZE IT!

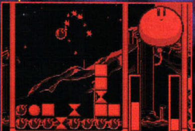


When you clear a group of blocks, an equal number of unlit bombs appears at the bottom of the screen. Using a lit bomb, you can blow up blocks and bombs, which adds the resulting rubble to the screen of your computer opponent. The match ends when one screen is filled to the top.



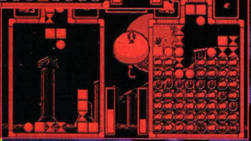
BIG BOMBS AND LITTLE BOMBS

The regular, lit bomb has a limited range, but it flashes along several lateral blocks and sets off any unlit bombs. The goal is to create a mass of bombs then ignite them with a lit bomb when it appears. Decker Bombs (the biggest, baddest bombs) appear infrequently, but they tear out huge chunks of blocks of all types.



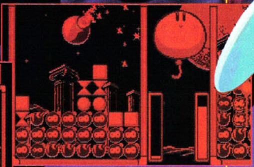
STACKING BOMBS

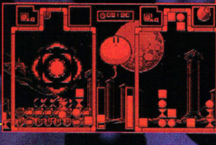
Strategically, you want to create a stack of unlit bombs that will blow all at once. The rubble that gets shoveled onto your opponent's screen will be difficult to reduce. Bombs should be packed as tightly together as possible.



DECKER BOMBS

The big Decker Bombs clear out five lines of blocks, but they don't show up very often until you raise your meter by clearing blocks. The large bomb detonates as soon as it touches a block, so it's tricky to maneuver in tight spaces.



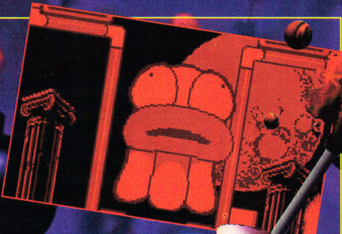


BAD BOMBERS

Hudson Soft based the characters in Panic Bomber on their classic Bomberman game characters. In fact, your goal is to find a golden statue of Bomberman himself. Every stage guardian challenges you to an action duel. (The guardians live in different parts of the island where you search for the statue.) As you progress from one stage to the next, the enemies become faster and smarter. Even on the lowest of the four levels of difficulty, they soon become very tough. The action takes place on screens with scrolling backgrounds featuring fanciful names such as Bow Wow Ruins, Zumimi Forest, and the Slippery Desert. After every three stages, you meet a boss. If you win, you'll earn a password.

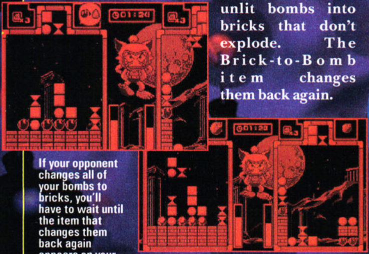
FIRST STRIKE

The bombers of the Bow Wow Ruins challenge you to three relatively easy matches. Balom, Kurin and Bomberwolf each move slowly and make lots of tactical mistakes in placing blocks. Watch the vertical Decker Bomb Meter to know when you're getting close to earning the big bomb.



SKULL MODE

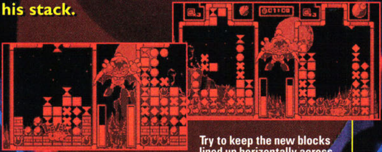
In the Skull Mode, some of the items you earn can be used to mess with your opponent, while others are helpful to you. The Bombs-to-Bricks item turns unlit bombs into bricks that don't explode. The Brick-to-Bomb item changes them back again.



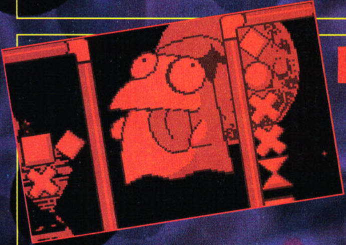
If your opponent changes all of your bombs to bricks, you'll have to wait until the item that changes them back again appears on your screen.

Bompire

The Bompire is the final boss in Doom Castle and your ultimate challenge. The best two out of three matches should be enough to get even the coolest customer in panic mode, especially when Bompire keeps adding lines of blocks to his stack.

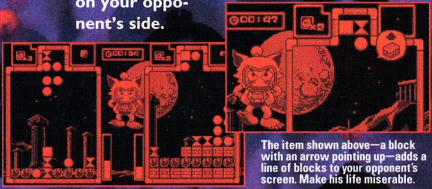


Try to keep the new blocks lined up horizontally across the screen and avoid stacking them in columns. One column can ruin you if the Bompire adds a few lines to your stack.



FILL IT UP

Fill up your opponent's space as quickly as possible. When you blow up bombs on your screen, your opponent receives a line of blocks at the bottom of his screen. Some items also help you fill up your opponent's space with extra blocks. Blow multiple lines of blocks at one time to fill up multiple lines on your opponent's side.



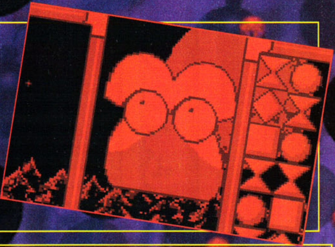
The item shown above—a block with an arrow pointing up—adds a line of blocks to your opponent's screen. Make his life miserable.

SAVE YOURSELF

If your opponent throws a whammy on you with one of the special items, don't panic. Chances are that the antidote item will appear shortly. Look for it and change your blocks back to bombs. Also, clear lots of blocks in order to pump up your Decker Bomb Meter. The big bomb can blow away the unwanted bricks.

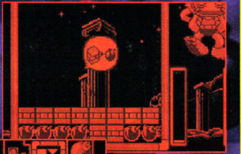
DON'T PANIC

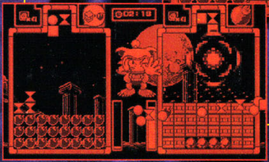
Bricks are the bane of existence in Panic Bomber. If you become bricked up, remember: don't panic. Instead, look for the Bricks-to-Bombs item. Of course, it may not come at once and panicking may seem like a good option. A better use of your time is to keep your blocks in rows or to clear them away.



STACKING THE DECK

Strategically placing bombs and blocks is the key to your success. Move falling blocks quickly into patterns that clear regular blocks away and add layers of bombs. Leave access to your rows of unlit bombs. You never know when a lit bomb will appear. Cripple your opponent by blowing multiple rows.

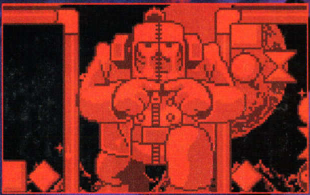




By keeping your stack clean, you can clean up on your opponent. In this case, you'll reduce your bombs and add up to five lines on your opponent's screen.

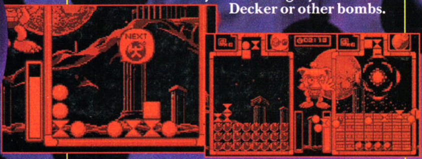
THE DECKER

Panic Bomber vets will tell you that there's nothing as beautiful as the sight of a Decker Bomb. The Big D can blow away five layers at a time. The Decker Bomb Meter fills up only as you clear blocks, and you have to clear a lot to earn a Decker.



DECKER-LARATION OF VICTORY

Since the Decker Bomb Meter shows you how close you are to earning the big bomb, you can calculate when and where to use it. You can earn Skull items by eliminating layers with the Decker or other bombs.



Some of the items can reverse Controller directions, speed up blocks or freeze everything for five seconds.

Nintendo® NOW PLAYING

Your Power Guide To The Latest Releases

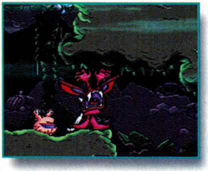
OCTOBER 1995

AAHHH!!! REAL MONSTERS

Super NES

Company ....**Viacom New Media**
Release Date ....**October 1995**
Memory Size ....**16 Megabits**

The comic creatures from Nickelodeon star in a Super NES adventure.



Viacom New Media steps into the winners circle for the second time in the last few months with Aahhh!!! Real Monsters for the Super NES. Based on the Nickelodeon cartoon of the same name, Monsters stars three young monsters in training: Ickis, Oblina and Krumm. Each of our hideous heroes has a special ability, something like the skills of the three norsemen in The Lost Vikings. The monsters must combine their skills in order to pass puzzles and obstacles. The backgrounds paint scenes rich in goo and ooze, but nothing overly disgusting. Instead, expect a comic touch. This month's Power review will help you plan your path through the grueling Monster Academy exams.

+ Excellent graphics and sound. Good game design with puzzles and action. Fun. Good for all skill levels, but not overly challenging.

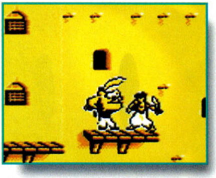
– Slightly loose play control.

DISNEY'S ALADDIN

Game Boy

Company ....**Virgin Interactive**
Release Date ....**October 1995**
Memory Size ....**2 Megabits**

Aladdin faces Jafar one more time in the legendary deserts of Arabia as Disney's classic comes to life on Game Boy.



Virgin's design of Aladdin for Game Boy is based on the Genesis version that received so many accolades two years ago. In fact, the translation doesn't lose that much except for some play control and speed. The same great Disney animations add a lot to this game. Virgin made excellent use of the Super Game Boy enhancements to create a colorful border, good screen palettes and a solid musical score. The platform game takes Aladdin through Agrabah, the desert and Caves of Wonder and on to the palace. Cinema scenes set the scene between areas. Aladdin snaps his rug and throws apples at the guards and other foes while springing over obstacles, scaling ropes and collecting items.

+ Good graphics and sound. Good use of Super Game Boy enhanced features. Variety of action.

– Slow play control.

BATMAN FOREVER

Company ....**Acclaim**
Release Date ....**October 1995**
Memory Size ....**24 Megabits**

Gotham's greatest guys gang up on Two-Face and The Riddler in Acclaim's action-packed title for the Super NES.

Acclaim and Probe have combined their talents in the creation of one of the more unique action games of the year. Batman Forever borrows settings and enemies from the movie and, for the first time in a Batman video game, lets you choose between the Caped Crusader and the Boy Wonder. Two-Face and The Riddler provide the ultimate challenge, but you'll have to fight through eight levels of some of the toughest thugs in video gaming history. The action takes place horizontally and vertically and makes use of a wide assortment of Batman's cool tools. Batman Forever features truly stunning graphics, but they are so detailed that they seldom fill the entire screen and the graphics for each area must be downloaded separately into video RAM, resulting in lengthy pauses in the action. The good and the bad doesn't stop there. The fighting design goes beyond most scrolling fighters by requiring players to mix moves and use combos. The AI of the bad guys is also very well done. On the down side, some of the actual play control is awkward. The bat grappling hook requires the use of the Start Button. Weird. When all is said and done, however, action fans won't want to miss this game. Just a glance at the mouth-watering graphics in this month's Power review will make you hungry for more.

⊕ Excellent graphics, animation and sound. An interesting and challenging fighting system for a scrolling fighter.

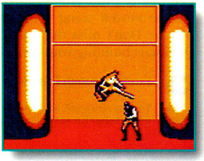
⊖ Poor use of the controller. Long access times.

BATMAN FOREVER

Company ....**Acclaim**
Release Date ....**September 1995**
Memory Size ....**2 Megabits**

The Dynamic Duo cleans up Gotham City one more time in this Game Boy action romp from Acclaim.

The Game Boy version of Batman Forever takes a different course than its Super NES version counterpart. In place of intensely detailed graphics, this game utilizes simple graphics and animation. The stages once again follow roughly from the film, but they don't match the maps found in the Super NES. Fighting follows a similar pattern to that in the Super NES game, but the enemy AI has been simplified and the combat is much less difficult. Some of the actions require absolute precision to score hits or when shooting the grappling hook, which can be frustrating since there are no clues telling you where the action should take place. Probe developed this game along with the Super NES version, but clearly had more success on the 16-bit platform.



⊕ Fairly good graphics and animation.

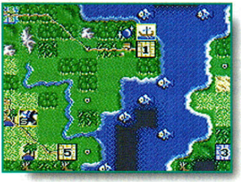
⊖ Very poor game design. Confusing controls. Unclear goals. Little fighting challenge. No use of Super Game Boy enhanced features. (Get the Super NES version instead.)

CIVILIZATION

Company ....**Koei**
Release Date ....**October 1995**
Memory Size ....**12 Megabits**

You control the destiny of mankind in one of the best computer strategy games ever from Koei.

The award-winning Civilization arrives this month for the Super NES, packing all the fun and strategy into a Super NES Game Pak that computer gamers have raved about for years on their PCs. The game's name says it all. Civilization asks you to create a global civilization from scratch. Beginning 6000 years in the past, you must guide your rustic tribe from the stone age to the space age. The game ends when you leave earth to begin colonizing the stars. In the intervening millen-



nia, you will explore the mysterious and often hostile world around you. You'll learn the secrets of nature, establish new towns and cities, fight battles, build roads, collect taxes, raise armies, erect temples and sail around the globe on journeys of discovery. The scope of Civilization seems daunting, but the interface of the game is easy to master. Play revolves around your many different types of units. During each turn, you can give each unit one command. Units are displayed as icons on a map and can be moved using your Controller or Super NES Mouse. Don't miss this month's Epic Center review, then start building your own civilization.

+ Excellent strategy. Great replay value.

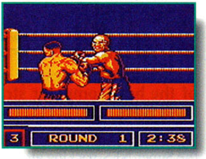
− The graphics aren't as sharp as the PC version and the worlds are a bit smaller. The controls take some getting used to.

FOREMAN FOR REAL

PASS WORD

Company ....Acclaim
Release Date ....October 1995
Memory Size ....2 Megabits

Honey, I shrunk the Champ! The once and future champion of the heavyweights slims down to Game Boy size.



George Foreman lends his name and face to this boxing game from Acclaim, but his talent for knocking out the competition never made the transition. Twenty boxers in all compete in exhibitions while 15 duke it out in the tournament mode, but only Big George is the real thing. In the tournament mode, you don't get to fight as Foreman, but you'll meet him in the fifth and final round. Options include choosing the number of rounds (up to 12), the time length of rounds, and the skill level of the opponent. For more on Foreman, check out this month's special Game Boy Sports Scene.

+ Good graphics, although the graphics are slow.

− Very slow play control. No Super Game Boy enhanced features. Doesn't feel like real boxing.

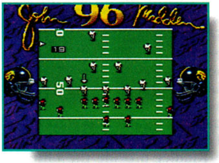
MADDEN '96 DMG

PASS WORD

Company ....T•HQ
Release Date ....September 1995
Memory Size ....4 Megabits

The EA Sports/T•HQ connection combines for another score with Madden '96.

If you want to take pro football action on the road, nothing delivers better than T•HQ's Madden '96. It also looks pretty sharp at home on your Super Game Boy. Once again, the Game Boy version of an EA Sports title preserves the essence of play on the small screen—not an easy task. Madden '96 contains the new teams and cities of the NFL, but it doesn't have the NFL license or the players. What it does have are the same features that have made Madden games the number one football series in the video game world. One special new feature for this year's Madden is the ability to customize your play book by giving players different assignments on selected plays. The programming team at Halestorm did a terrific job. They sacrificed a bit on graphic detail to retain the speed and play control, which turns out to be a great choice. See what we mean in this month's Game Boy Sports Scene.



+ Good play action. True to the Madden series. Custom play books. Two-player action on Super Game Boy. Password.

− Tiny on-field characters.

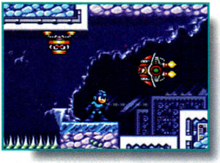
MEGA MAN 7

PASS WORD

Company ....Capcom
Release Date ....October 1995
Memory Size ....16 Megabits

Capcom returns to its winning ways with another Mega Man marathon for the Super NES.

Just when you thought Dr. Wily was washed up and hung out to dry, Mega Man storms back into your life to tell you it just ain't so. Capcom switched it's tune about 16-bit gaming, proof that the Super NES is still the platform of choice for the majority of gamers. And those gamers may well choose Mega Man 7 as their game of choice. Mega Man and Rush return to battle Dr. Wily's fiendish robots. As always, you'll collect special weapons once you defeat the guardian robots. Those powerful weapons can be used against other robots in turn. Rush, the mechani-



cal mutt, has some new functions, including Rush Search, which he uses to sniff out power-up items. If you can't find an item, you can probably buy it at Eddie's Cybernetic Support Shop. The Mega Man series has always combined excellent play control with a fast-paced game and fun characters and Mega Man 7 is no exception. Blue Bomber fans should turn to this month's Power review.

+ Great graphics and play control.

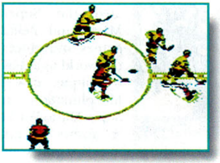
− Few surprises.

NHL HOCKEY '95

Company ....**Malibu**
Release Date ....**July 1995**
Memory Size ....**4 Megabits**

NHL Hockey for Game Boy is back on the ice with a special review.

You may have noticed our Now Playing blooper in the July issue designating NHL Hockey '95 as a Super NES game. The Super Game Boy programming was good, but not quite that good. This month, Sports Scene takes another look at this EA Sports mini from T•HQ/Malibu.



+ Good graphics but slow animation frame rate.

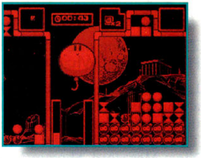
− Slow action and play control. No two-player option.

PANIC BOMBER

Company ....**Nintendo**
Release Date ....**November 1995**
Memory Size ....**8 Megabits**

The first puzzler for Virtual Boy makes a blast.

Compete against computer opponents who want nothing less than to blow you into little bits. The Tetris-like action of Panic Bomber involves liminating blocks by matching up three-in-a-row and bombing that can blast entire chunks of blocks. If you blow up a line, your computer opponent will suffer the consequences when extra blocks are added to its screen. If the screen is filled up to the top, that player loses. It takes strategy and quick reflexes, and most of all, you want to avoid panicking.



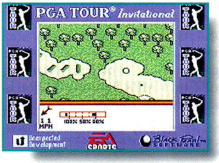
+ Fun, fast puzzle action.

− Doesn't make good use of Virtual Boy's 3-D capability.

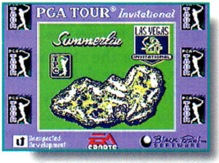
PGA TOURNAMENT INVITATIONAL

Company ....**T•HQ**
Release Date ....**October 1995**
Memory Size ....**4 Megabits**

Hit the links without even linking up with T•HQ's Super Game Boy duffer duel.



Whether you play a practice round, enter a tournament, or challenge the pros in a skins match, you'll find a challenge in PGA Tour Invitational. The latest convert from EA Sports for Super Game Boy features five top tournament courses that include Summerlin, Sawgrass, Avenel, Woodlands and Scottsdale. The game puts a premium on strategic shot-making rather than the mechanics of swinging the club. That's also true of the original game from EA Sports. You can also play PGA T.I. as a two-player game, or you can match your skills against those of top pros like Tom Kite. For the full tour, don't miss this month's Game Boy Sports Scene.



+ Good play control. Variety. Strategic challenge. Two-player option. Good use of Super Game Boy enhanced features.

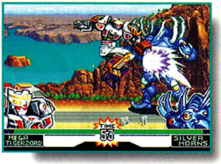
− Simple shot-making.

MIGHTY MORPHIN POWER RANGERS: FIGHTING EDITION

Company ....**Bandai**
Release Date ....**October 1995**
Memory Size ....**12 Megabits**

Zords fighting one-on-one! Stop the presses! Hide the dog! What will they think of next?

Let's face it, fighting is what the Power Rangers do best, and in this game, Bandai let's them duke it out using the giant Zord units and assorted enemies from the TV adventures. Thunder Megazord, Mega Tigerzord, Ninja Megazord, Shogun Megazord, Silver Horns, Lipsyncher, Goldar, Lord Zedd and Ivan Ooze wait for your commands and fighting skills. The one-player mode employs the traditional tournament sequence with Lord Zedd and Ivan Ooze as the final opponents. Players would be wise to master their special moves before taking on this evil duo. Fortunately, that won't be too hard. Mighty Morphin Power Rangers: Fighting Edition puts a premium on easy game play. The designers knew that a lot of fans might be pretty young and that they wouldn't have had much experience on the big arcade fighting games. If you're quarter a warrior, though, you might still find MMPR Fighting Edition is a kick if you play against another master.



⊕ Fun characters and some cool, easy-to-perform moves. A good two-player game, especially for Power Ranger fans. More fun than you might think.

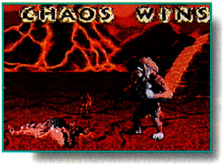
⊖ The one-player mode offers no challenge to experienced gamers.

PRIMAL RAGE

Company ....**Time Warner Interactive**
Release Date ....**September 1995**
Memory Size ....**24 Megabits**

If you have the stomach, Primal Rage has the happy meal. Just make sure it isn't you!

They're big. They're ugly. They're gods, and they're back for a blood sacrifice after millions of years of loafing about in the deep freeze. In Primal Rage, the gods fight for the right to rule the earth and its people. This tasteful concept was first introduced to the world in the arcade game that featured seven monstrous combatants. Sauron, Talon, Vertigo, Armagon and Diablo seem to be refugees from Jurassic Park while Blizzard and Chaos look like they just uprooted King Kong's family tree. The Super NES preserves the characters from the arcade game and their rude assortment of moves. The moves turn out to be the coolest thing about Primal Rage for the Super NES. Be prepared for gore galore. Many of the moves are so exaggerated that they are more comic than brutal, but if you object to dinosaurs eating each other, eating people or being eaten, then Rage probably isn't your cup of tea. Don't miss this month's review, and remember to wash your hands after playing.



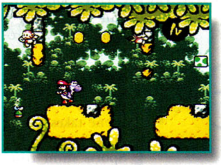
⊕ A great variety of special moves, but some are pretty gross.

⊖ Graphics nowhere near arcade quality. Uneven challenge.

SUPER MARIO WORLD 2: YOSHI'S ISLAND

Company ....**Nintendo**
Release Date ....**October 1995**
Memory Size ....**16 Megabits**

The magic of Super Mario World returns in one of the biggest, most beautiful games ever made—Yoshi's Island.



Shigeru Miyamoto, the master who created the Super Mario and Zelda games, introduces the world to a new technique called Morphmation in Super Mario World 2: Yoshi's Island. Although the warping, colorful graphics first grab your attention, it's the game play that gives you a reason to ignore the rest of the world until you finish the game. In Yoshi's Island, you control Yoshi, the little dinosaur from SMW. Baby Mario rides on your back, and if you lose him, you have to begin again. Yoshi swallows just about everything you find, but he can also turn items into eggs and throw the eggs at enemies. But the real magic comes from figuring out the complexities of each area and discovering all of the cunningly concealed hidden areas, bonuses and items. Yoshi's Island covers 50% more area than SMW and you can cover some of that with Power's coverage this month.

⊕ Super graphics and game play. Excellent play control. Tons of variety. Special bonus areas. Battery backed-up memory.

⊖ Baby Mario's crying may be the most obnoxious sound in the known universe.

VERTICAL FORCE

Virtual BOY

Company ....Nintendo
Release Date ....October/November 1995
Memory Size ....8 Megabits

In your face in outer space.

On the surface, Vertical Force may seem like just another space shooter, but there are really two surfaces or layers where the action takes place, and that makes for an interesting new game play experience. As you fly along, blasting enemy spaceships and grabbing power-up items, you'll notice a second layer of activity in the distance below your ship. At the press of a Controller Button, you can shift your fighter down to that level. Back and forth the action rages, from the top level to the bottom. Strategically, this design gives players new opportunities for ducking out of danger while it also presents new dangers for leaping smack into the path of enemy ships and missiles. So climb into your grav-suit and take a ride with our reviewer in this month's Power.

+ Good sci-fi. Precise play control.

− Standard shooter.

HEAD TO HEAD

TITLE	POWER METER RATINGS				EDITOR PICKS	IDSA RATING	GAME TYPE
	G	P	C	T			
AAHHH!!! REAL MONSTERS	3.7	3.2	3.5	3.5		K-A	ACTION
DISNEY'S ALADDIN	3.3	3.3	3.2	3.2		K-A	ACTION
BATMAN FOREVER	3.5	2.9	3.1	3.0	✳	K-A	ACTION
BATMAN FOREVER	2.9	2.4	2.7	2.7		K-A	ACTION
CIVILIZATION	2.9	2.8	3.4	3.8	✪,☆,✭	K-A	STRATEGY
FOREMAN FOR REAL	3.1	2.4	2.7	2.7		K-A	BOXING
MADDEN 96	2.9	3.0	3.2	3.0		K-A	FOOTBALL
MEGA MAN 7	3.5	3.5	3.2	3.5	✫,★	K-A	ACTION
NHL HOCKEY '95	3.0	3.1	2.8	2.8		K-A	HOCKEY
PANIC BOMBER	3.0	3.4	3.2	3.5		K-A	PUZZLE
PGA TOURNAMENT INVITATIONAL	3.1	3.3	3.3	3.2	✪,☆	K-A	GOLF
POWER RANGERS: FIGHTING EDITION	3.2	3.2	2.8	2.8	✳	K-A	ACTION
PRIMAL RAGE	3.4	3.0	3.2	3.0	☆	T	TOURNAMENT FIGHTING
SUPER MARIO WORLD 2: YOSHI'S ISLAND	4.4	3.8	4.2	4.2	✳,✫,★,✪,☆,✭	K-A	ACTION
VERTICAL FORCE	3.0	3.4	3.1	3.3		K-A	SHOOTER

ICON KEY

1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMUL.
PASS-WORD
BATTERY BACK-UP
GAME LINK
SUPER GAME BOY
SUPER FX
SUPER NES MOUSE
SUPER SCOPE

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott**
Sports, Simulations, Adventures
★ **Leslie**
RPGs, Puzzles, Adventures
✫ **Jeff**
Action, Sports, Fighting
✭ **Jon**
Fighting, Simulations, RPGs
✳ **Dan**
Action, Adventures, Puzzles
☆ **Terry**
RPGs, Simulations, Sports

IDSA Ratings:

These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include:EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

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BANG!
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- GO TO THE SET OF THE MASK II!
- BE AN EXTRA IN THE SEQUEL!
- GET THE GAME! TAKE HOME THE MASK FOR YOUR SUPER NES GAME, FROM

Black Pearl Software

Second Prize 10 Winners

WIN YOUR OWN MASK

It's PARTY TIME

and The Mask for your Super NES from

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THE MASK
SUPER NINTENDO ENTERTAINMENT SYSTEM

Third Prize 50 Winners

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Go from Zero to Hero—put on a Power T!

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 77, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 77
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than November 1, 1995. We are not responsible for lost or misdirected mail.

On or about November 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after November 30, 1995, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will win a trip to the set of The Mask II to be an extra in the movie. NOA will provide air travel and accommodations for the winner and one guest. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Estimated total value of all prizes is $5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

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Welcome Street Rat

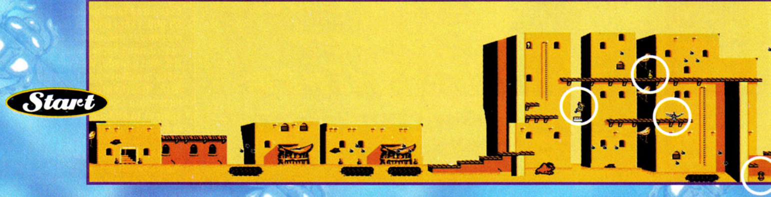
The streets are full of angry guards, careless knife jugglers, and homicidal parrots ... but hey, it's home. Welcome to Disney's Aladdin, and the wildest tour of Agrabah ever to hit the Game Boy.

In this game you help Aladdin, who is either a street rat or a diamond in the rough depending on who you ask, win the hand of the Sultan's daughter, Jasmine. In order to reach her, Aladdin must cross deserts, brave haunted dungeons, and challenge the evil Jafar. You didn't expect to march up to Jasmine's door with flowers and a box of chocolates, did you?

Disney's Aladdin™

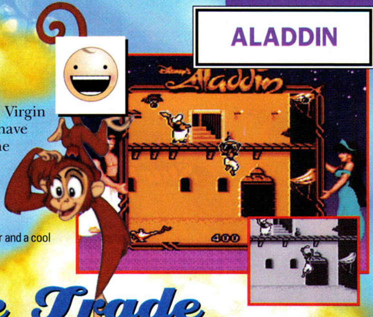
Stage One
Agrabah Market

In order to win this level, all you have to do is walk across town. Of course, the palace guards are out to stop you. The key to winning this level is moving quickly and saving your apples until you really need them. Items of interest are circled on the maps.



Life in the Desert

If you liked the movie Aladdin, you'll love this game. Virgin Interactive Entertainment and Disney Software have managed to capture the sights and sounds of the movie and cram them into a tiny Game Boy Game Pak. You wander the streets of Agrabah and visit the Cave of Wonders. Just remember, as a street rat, Aladdin lives by his speed, his wits, and his apples.



Even if you own the SNES version of Aladdin, you'll be surprised by the Super Game Boy's addition of color and a cool border.

Tools of the Trade

As a thief, Aladdin has learned a trick or two. Whether running from guards, flying on a magic carpet, or climbing a magic rope, keep your eyes open for valuable items. An extra apple or a magic lamp may mean the difference between life with Jasmine and an extended trip to the Sultan's dungeon. Remember, there are no time limits on this game. If you're having trouble getting to a particular gem, try again. There's lots of time.

APPLES

The best way to keep the doctor away is to avoid sword fights by throwing apples at guards and knife jugglers.

VASES

Vases work as place markers. When you lose a life, the game resumes at the last vase you've passed.

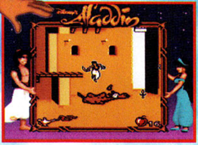
BLACK LAMPS

Rub this lamp and your enemies disappear in a puff of smoke. You can't take them with you, but they're handy just the same.

GEMS

Use gems to buy extra lives from the Peddler. Five gems buy an additional life and ten gems adds an extra continue to your game.

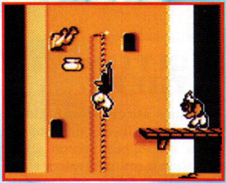
WATCH OUT, THEY SPIT!



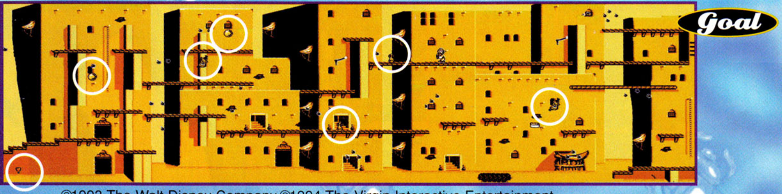
Camels may be ugly but they can be useful. When you see camels lying around, jump on their backs and they will spit knives. Hit a palace guard with a camel projectile and he'll leave you alone.

WATCH FOR FALLING POTS

If the guards don't get you when you're running through the streets of Agrabah, the falling pots will. There are people throwing pottery out of some windows. Keep your eyes open or you may get dumped on.



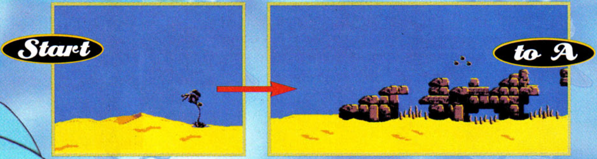
This pot may shatter on Aladdin's head, but that's nothing compared to what the guard has in mind.



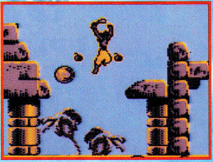
©1993 The Walt Disney Company.©1994 The Virgin Interactive Entertainment.

Stage Two The Desert

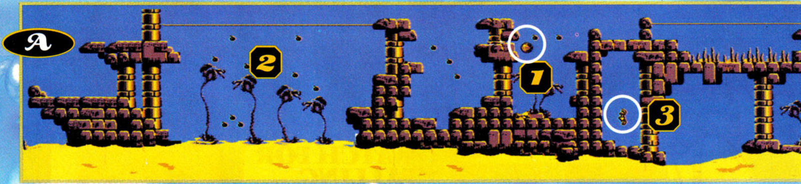
Now Aladdin leaves the streets in search of the magic scarab that opens the Cave of Wonders. It's a good thing he's athletic. The scarab is hidden in some desert ruins. Watch out for snakes and spikes and lots of guards. Both parts of the scarab along with other goods are circled on the map below.



1 HOP ON TOPS

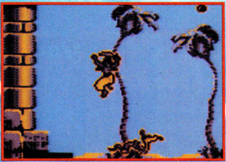


There are two good reasons to jump on top of these palm trees. First, you can collect apples, and, second, it's the only way out of the ruins. Jump from the ledge at the left of the screen to the top of the closest tree.



2 GETTING THROUGH THE RUINS

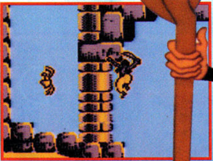
The ruins are filled with hidden treasures, including half of the magic scarab; but the only way to find these gems is to search everywhere. Don't just scout around the tops of the buildings, jump to ground level and have a look.



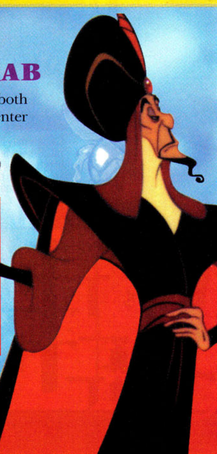
Use apples to hit the snake before it can bite you. By the time you hit it with a sword, it may be too late!

3 FINDING THE SCARAB

You can't leave the desert without finding both halves of the scarab, which are hidden in the center of the ruins. If you get to the end of the buildings, go back, cross the ground level ropes, and you'll see the treasure dead ahead.

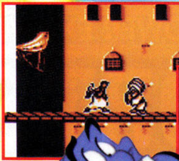


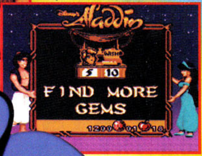
The Scarab floats in a small room in the desert ruins. Once you get both halves, you return to Agrabah.

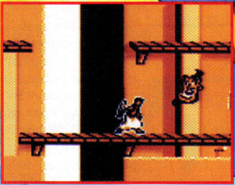


Extending Your Game

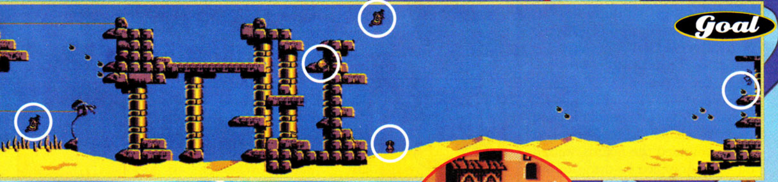
There are two ways to extend your game—with Genie's Bonus Machine or by purchasing extra lives and wishes from the Peddler. When you see the Peddler, pull down on the control pad and he'll open his shop.





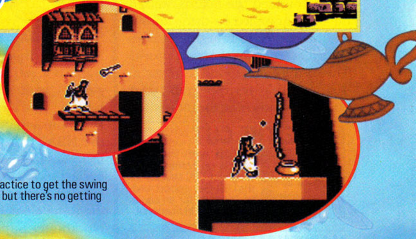


If you collect a Genie Token, you enter the Genie's Bonus Machine at the end of round. Try to stop the changing icon on a picture of Aladdin for extra lives.



Stage Three

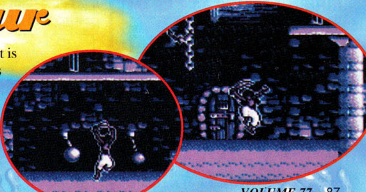
Collect all the flutes and fight the knife throwing guard to complete this stage. You'll earn half a scarab, even if it is just for the points.



It will take some practice to get the swing of the magic ropes, but there's no getting around them!

Stage Four

Now that Aladdin has both halves of the scarab, all that is left to do is get to the Cave of Wonders. Too bad he's been locked up in the Sultan's Dungeon. Anyone can get out of this hole—you just have to watch out for bats, traps, and exploding skeletons. No problem?



Bats and gigantic wrecking balls are just two of the obstacles that await you within the Sultan's gloomy dungeon.

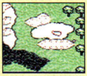
THE SPORTS SCENE

SPORTS ON THE RUN

Muddy Fields

Fall is a wonderful time of year for sports fanatics - a smorgasbord packed with spectator events at every venue. Think about a time honored tradition this time of year: The big wait. You go to football games, you wait in line. You get up to get food, and you wait behind some guy ordering a dozen hot dogs and thirty-two soft pretzels. Why wait around with time on your hands? Grab your Game Boy and make the most of the moment. This month's edition of the Nintendo Power Examiner explores the portable possibilities of the latest games available for the Game Boy. We've pounded the boards, walked the links, grappled on the gridirons and hit the ice to bring you games from all corners of the sports world. There's a lot of ground to cover in this month's review—grab your Game Boy and get on the move!

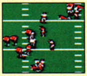
MAKE THE CUT PG. 90



Tee off with the best golfers on some of the toughest TPC courses in the U.S! Get a good read as you putt for an eagle in PGA Tour Invitational.

MADDEN MADNESS PG. 91

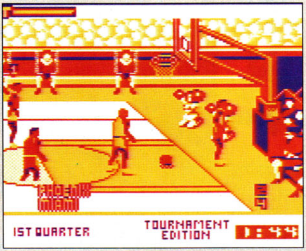
It's third and long and a wall of defensive linemen are eyeing you like you're the main course. Unload the ball before you're eating turf.



GET REAL PG. 92

Is this game a knockout or a pushover? See if you're up to going 12 rounds with George Foreman. Check out the review of Acclaim's Foreman For Real.

NBA TOURNEY JAM


PHOENIX
MIAMI
1ST QUARTER
TOURNAMENT EDITION
1:44

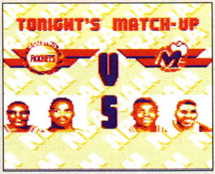
By Acclaim

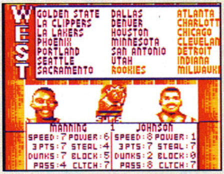
NBA JAM
TOURNAMENT EDITION
ACCLAIM

The top selling arcade and Super NES game just went portable! NBA Jam Tournament Edition for Game Boy gets basketball fans in the game with the hottest (he's on fire!) superstars of the NBA. This fast moving, password-backed sports game employs some of the same elements available in the blockbuster Super NES hit, including killer slam dunks, lightning fast passing and a huge variety of player options. The only major feature missing from the Game Boy version of Jam is the multi-player, head-to-head mode. In this respect, Acclaim throws an air ball. While Game Boy does have a multi-player adapter, it is not used in Tournament Edition. Four players can alternate play against the computer, but without the unpredictable moves of a human opponent. The Game Boy's narrow Start Button doubles as the Turbo button, making it as tough to hit as a half court shot at the final buzzer. Whether or not you'll like NBA Jam Tournament Edition depends on what you're looking for in a portable game. If you're dying for a fun basketball game on Game Boy, NBA Jam Tournament Edition is what you've been waiting for, but if you're looking for a close translation of the original Super NES hit, this version falls short.

ENTER INITIALS FOR RECORD KEEPING?
YES
NO

> **"...includes killer slam dunks, lightning fast passing and a huge variety of player options..."**

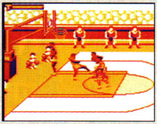

TONIGHT'S MATCH-UP
ROCKETS
VS

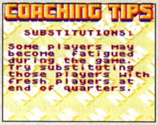

WEST
GOLDEN STATE
LA CLIPPERS
LA LAKERS
PHOENIX
PORTLAND
SEATTLE
SACRAMENTO
DALLAS
DENVER
HOUSTON
MINNESOTA
SAN ANTONIO
UTAH
ROOKIES
ATLANTA
CHARLOTT
CHICAGO
CLEVELAN
DETROIT
INDIANA
MILWAUKI
MANNING
1
JOHNSON
SPEED:7 POWER:6
3PTS:7 STEAL:4
DUNKS:7 BLOCK:5
PASS:4 CLTCH:7
SPEED:8 POWER:1
3PTS:7 STEAL:7
DUNKS:2 BLOCK:0
PASS:8 CLTCH:7

CATCH FIRE WITH WINNING COMBINATIONS

While NBA Jam Tournament Edition fans frequently agree to disagree on which team combination dominates the game, player selection is often the key to a winning record. When selecting your team, review all of the statistics for each player. Every player in the game is rated from zero to nine in eight categories, including speed, three-point accuracy, dunks, passing, power, steals, blocks and clutch shots. Using the A or B Button, you can review all of the possible players for each team. Choose your players based on their abilities and your game strategy. If you like to shoot from the top of the key, look for a player with strong three-point skills, like Chicago's Armstrong, Miami's Rice or Sacramento's Richmond. If you prefer playing inside or using high flying dunks, select the pros with speed and good dunk ratings, like Houston's Olajuwon or Seattle's Kemp.

> **"... choose your players based on their abilities and your game strategy..."**

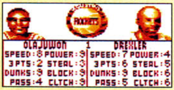




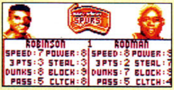
```
COACHING TIPS
SUBSTITUTIONS:
Some players may
become fatigued
during the game.
Try substituting
those players with
fresh players at
end of quarters.
```

JAM COMBOS

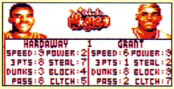
What's the powerhouse combo to use driving the lanes while inflicting the pain on your opponent? Who's hot in three-point land? Listed below are some of the winning jam combinations in order from the best of the best to the forgettable rest.



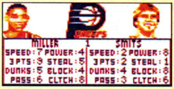
```
   OLAJUWON      1     DREXLER
SPEED:8 POWER:9|SPEED:7 POWER:4
 3PTS:2 STEAL:3| 3PTS:6 STEAL:5
DUNKS:9 BLOCK:9|DUNKS:9 BLOCK:6
 PASS:4 CLTCH:9| PASS:5 CLTCH:6
```



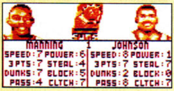
```
   ROBINSON      1     RODMAN
SPEED:7 POWER:8|SPEED:8 POWER:9
 3PTS:3 STEAL:3| 3PTS:2 STEAL:7
DUNKS:8 BLOCK:9|DUNKS:7 BLOCK:9
 PASS:5 CLTCH:8| PASS:5 CLTCH:4
```



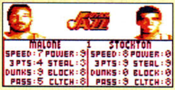
```
   HARDAWAY      1     GRANT
SPEED:9 POWER:2|SPEED:6 POWER:9
 3PTS:8 STEAL:7| 3PTS:1 STEAL:2
DUNKS:3 BLOCK:4|DUNKS:8 BLOCK:9
 PASS:8 CLTCH:5| PASS:2 CLTCH:7
```



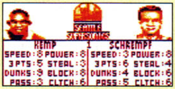
```
   MILLER        1     SMITS
SPEED:7 POWER:4|SPEED:2 POWER:8
 3PTS:9 STEAL:5| 3PTS:2 STEAL:1
DUNKS:5 BLOCK:4|DUNKS:4 BLOCK:8
 PASS:6 CLTCH:8| PASS:3 CLTCH:6
```



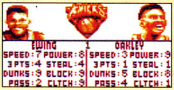
```
   MANNING       1     JOHNSON
SPEED:7 POWER:6|SPEED:8 POWER:1
 3PTS:7 STEAL:4| 3PTS:7 STEAL:7
DUNKS:7 BLOCK:5|DUNKS:2 BLOCK:0
 PASS:4 CLTCH:7| PASS:8 CLTCH:7
```



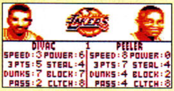
```
   MALONE        1     STOCKTON
SPEED:7 POWER:9|SPEED:8 POWER:0
 3PTS:4 STEAL:3| 3PTS:9 STEAL:9
DUNKS:9 BLOCK:8|DUNKS:0 BLOCK:0
 PASS:5 CLTCH:8| PASS:9 CLTCH:8
```



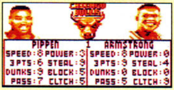
```
   KEMP          1     SCHREMPF
SPEED:8 POWER:8|SPEED:3 POWER:8
 3PTS:5 STEAL:3| 3PTS:6 STEAL:4
DUNKS:9 BLOCK:8|DUNKS:4 BLOCK:6
 PASS:3 CLTCH:6| PASS:5 CLTCH:6
```



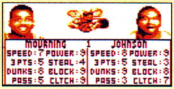
```
   EWING         1     OAKLEY
SPEED:7 POWER:8|SPEED:3 POWER:9
 3PTS:4 STEAL:4| 3PTS:1 STEAL:1
DUNKS:9 BLOCK:9|DUNKS:5 BLOCK:8
 PASS:2 CLTCH:9| PASS:4 CLTCH:1
```



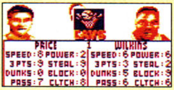
```
   DIVAC         1     PEELER
SPEED:3 POWER:6|SPEED:8 POWER:0
 3PTS:5 STEAL:4| 3PTS:7 STEAL:4
DUNKS:7 BLOCK:7|DUNKS:4 BLOCK:2
 PASS:2 CLTCH:8| PASS:4 CLTCH:8
```



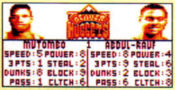
```
   PIPPEN        1     ARMSTRONG
SPEED:8 POWER:3|SPEED:8 POWER:0
 3PTS:6 STEAL:9| 3PTS:9 STEAL:4
DUNKS:9 BLOCK:5|DUNKS:0 BLOCK:0
 PASS:7 CLTCH:5| PASS:5 CLTCH:9
```



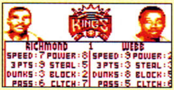
```
   MOURNING      1     JOHNSON
SPEED:7 POWER:9|SPEED:8 POWER:9
 3PTS:5 STEAL:4| 3PTS:5 STEAL:3
DUNKS:8 BLOCK:9|DUNKS:9 BLOCK:8
 PASS:5 CLTCH:9| PASS:3 CLTCH:7
```



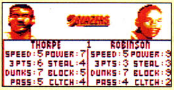
```
   PRICE         1     WILKINS
SPEED:8 POWER:2|SPEED:6 POWER:6
 3PTS:9 STEAL:9| 3PTS:3 STEAL:2
DUNKS:0 BLOCK:0|DUNKS:5 BLOCK:9
 PASS:7 CLTCH:8| PASS:6 CLTCH:6
```



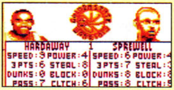
```
   MUTOMBO       1     ABDUL-RAUF
SPEED:5 POWER:8|SPEED:8 POWER:4
 3PTS:1 STEAL:2| 3PTS:9 STEAL:6
DUNKS:8 BLOCK:9|DUNKS:2 BLOCK:3
 PASS:1 CLTCH:6| PASS:6 CLTCH:8
```



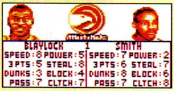
```
   RICHMOND      1     WEBB
SPEED:7 POWER:8|SPEED:9 POWER:2
 3PTS:9 STEAL:5| 3PTS:3 STEAL:3
DUNKS:3 BLOCK:2|DUNKS:8 BLOCK:5
 PASS:6 CLTCH:7| PASS:5 CLTCH:6
```



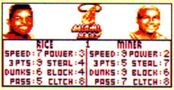
```
   THORPE        1     ROBINSON
SPEED:5 POWER:7|SPEED:5 POWER:9
 3PTS:6 STEAL:4| 3PTS:3 STEAL:3
DUNKS:7 BLOCK:5|DUNKS:7 BLOCK:9
 PASS:5 CLTCH:4| PASS:4 CLTCH:2
```



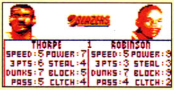
```
   HARDAWAY      1     SPREWELL
SPEED:9 POWER:4|SPEED:6 POWER:4
 3PTS:6 STEAL:8| 3PTS:7 STEAL:3
DUNKS:0 BLOCK:0|DUNKS:8 BLOCK:8
 PASS:7 CLTCH:6| PASS:8 CLTCH:5
```



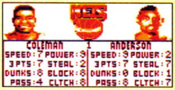
```
   BLAYLOCK      1     SMITH
SPEED:8 POWER:5|SPEED:7 POWER:2
 3PTS:5 STEAL:8| 3PTS:6 STEAL:7
DUNKS:3 BLOCK:4|DUNKS:8 BLOCK:6
 PASS:7 CLTCH:7| PASS:7 CLTCH:8
```



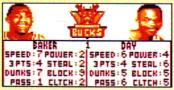
```
   RICE          1     MINER
SPEED:7 POWER:3|SPEED:9 POWER:2
 3PTS:9 STEAL:4| 3PTS:5 STEAL:7
DUNKS:6 BLOCK:4|DUNKS:9 BLOCK:6
 PASS:5 CLTCH:8| PASS:7 CLTCH:8
```



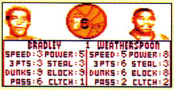
```
   THORPE        1     ROBINSON
SPEED:5 POWER:7|SPEED:5 POWER:9
 3PTS:6 STEAL:4| 3PTS:3 STEAL:3
DUNKS:7 BLOCK:5|DUNKS:7 BLOCK:9
 PASS:5 CLTCH:4| PASS:4 CLTCH:2
```



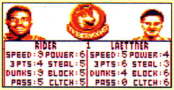
```
   COLEMAN       1     ANDERSON
SPEED:7 POWER:9|SPEED:9 POWER:2
 3PTS:7 STEAL:2| 3PTS:7 STEAL:7
DUNKS:8 BLOCK:8|DUNKS:0 BLOCK:1
 PASS:4 CLTCH:8| PASS:8 CLTCH:7
```



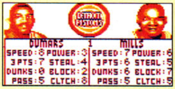
```
   BAKER         1     DAY
SPEED:7 POWER:2|SPEED:6 POWER:4
 3PTS:4 STEAL:2| 3PTS:4 STEAL:6
DUNKS:7 BLOCK:9|DUNKS:5 BLOCK:5
 PASS:1 CLTCH:2| PASS:6 CLTCH:5
```



```
   BRADLEY       1     WEATHERSPOON
SPEED:3 POWER:5|SPEED:5 POWER:8
 3PTS:3 STEAL:3| 3PTS:6 STEAL:3
DUNKS:9 BLOCK:9|DUNKS:6 BLOCK:8
 PASS:6 CLTCH:1| PASS:2 CLTCH:2
```



```
   RIDER         1     LAETTNER
SPEED:9 POWER:6|SPEED:5 POWER:4
 3PTS:4 STEAL:5| 3PTS:6 STEAL:3
DUNKS:9 BLOCK:5|DUNKS:4 BLOCK:6
 PASS:5 CLTCH:5| PASS:0 CLTCH:6
```

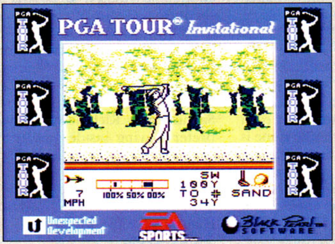


```
   DUMARS        1     MILLS
SPEED:8 POWER:3|SPEED:7 POWER:6
 3PTS:7 STEAL:4| 3PTS:6 STEAL:5
DUNKS:0 BLOCK:2|DUNKS:6 BLOCK:7
 PASS:5 CLTCH:8| PASS:5 CLTCH:5
```

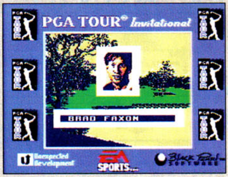
PGA TOUR MAKES THE CUT

By Black Pearl Software

PGA TOUR® Invitational
Summerlin
LAS VEGAS
Unexpected Development
EA SPORTS
Black Pearl Software

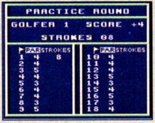

PGA TOUR® Invitational
SW
180Y
TO #
34Y
SAND
7
MPH
100% 50% 00%
Unexpected Development
EA SPORTS
Black Pearl Software

> "...golf enthusiasts should have no problem finding plenty to like about this game..."


PGA TOUR® Invitational
BRAD FAXON
Unexpected Development
EA SPORTS
Black Pearl Software

PGA TOUR® Invitational
SELECT FOR MORE OPTIONS
4
MPH
153Y
153Y
DEEP SAND
Unexpected Development
EA SPORTS
Black Pearl Software

Black Pearl Software tees off this month with a winning golf game: PGA Tour Invitational, a password-backed game nearly identical in format to PGA European Golf. If you've played PGA European Golf, you should have no problem adjusting to the play control features in this game, but don't be put off—course design and layout are completely different from their European counterparts, offering a new level of challenging play. Select a tee time at one of five different prestigious courses, including Avenel in Potomac, Maryland, Woodlands in Houston, Texas, the TPC at Scottsdale, Arizona, the course at Summerlin, Las Vegas, Nevada, or the famous TPC at Sawgrass, Pointe Verde, Florida. PGA Tour even has a Skins game option, allowing play against eight tour professionals, including Brad Faxon, Lee Janzen, Tom Kite, Bruce Lietzke, Davis Love III, Jeff Sluman, Craig Stadler and Fuzzy Zoeller. Two-player action is alternating, so golf fans need only one Game Boy to enjoy PGA Tour Invitational. While you can't customize the individual clubs in your bag, you can select from four different combinations of clubs to suit your style of play—experienced players and heavy hitters quickly gravitate to the Power Club set. The game lets you alter your stance and aiming point on the ball, giving you the ability to fade or draw across water hazards, bunkers and slender tree limbs. Use the password option to save your score after every hole, a useful feature when you're engaged in a arduous thirty-six hole tournament against twenty-seven other tour pros. If you're a fan of golf course strategy, this game is packed with deep fairway bunkers, long water hazards and random pin placement. Golf enthusiasts should have no problem finding plenty to like about PGA Tour Invitational.



PRACTICE ROUND

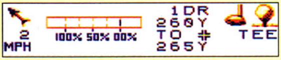
GOLFER 1 SCORE +4

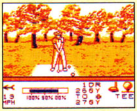
STROKES 08

⚑	PAR	STROKES	⚑	PAR	STROKES
1	4	8	10	4	
2	4		11	4	
3	5		12	4	
4	4		13	5	
5	3		14	3	
6	4		15	4	
7	4		16	5	
8	3		17	3	
9	5		18	4	

TEE BOX TIPS

Hey duffer! Want some quick golf advice? This ain't baseball! HA! Seriously, there are a few options you want to consider before you drive for the green. While selecting your club for your shot, press the SELECT button to access your Fade, Draw, Top and Back Spin options. This feature helps compensate for gusty winds and fast greens.


1DR
260Y
TO #
265Y
TEE
2
MPH
100% 50% 00%

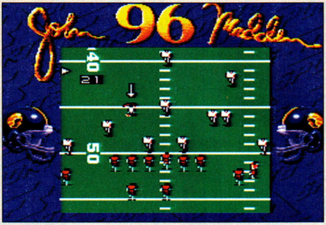

1DR
260Y
TO #
276Y
TEE
19
MPH
100% 50% 00%

1DR
260Y
TO #
244Y
TEE
18
MPH
100% 50% 00%

MADDEN BLITZ '96

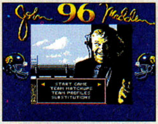
By Black Pearl Software

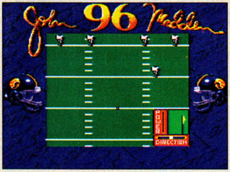
John 96 Madden
MADDEN
96
TM

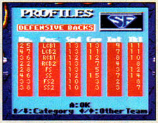

John 96 Madden
40
21
50

The signs of autumn once again overwhelm our senses: the bright colors of falling leaves, the chill in the evening air and another John Madden Football sequel. Kick off the football season in winning fashion this year with Madden 96, the latest in the highly successful John Madden series. If you liked Madden '95 for Game Boy, you're going to love the enhancements on the '96 version. This password-backed game is a far cry from the early days of video football. Link up with another player and listen as the quarterback calls plays from the line of scrimmage. You can choose to call time out and review your options on an extensive list of defensive and offensive plays. If you have Super Game Boy, you really MUST check out the vivid colors and action on your Super NES. View all of the gridiron action from the overhead blimp mode, which is the perfect perspective for following those long bombs downfield into the end zone. Madden '96 includes all the names of the cities with professional football teams (yes, this is the first football game available without a team from Los Angeles—we're talking collector's item here!), although the official team logos are missing. Football fans will note that player names are not used in the game, but the numbers and positions correspond to real life. Madden 96 has three modes of play: Exhibition, Playoff and full Season. Remember to write down your password if you're working your way though the season or going for a championship ring in the playoffs. During the pre-game festivities, you can check out the game matchup and see how your team's strengths and weaknesses stack up against the competition. Settle or create a new quarterback controversy by selecting the Substitutions menu during the game. An instant replay VCR mode allows you to bask in the glory of your last play. No matter how you stack it up, Madden 96 is in for a championship season, and Game Boy fans won't be disappointed.

> **"...Madden '96 is a far cry from the early days of football for Game Boy..."**

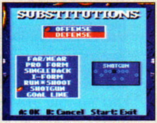

John 96 Madden
START GAME
TEAM MATCHUP
TEAM PROFILES
SUBSTITUTIONS


John 96 Madden
POWER
DIRECTION

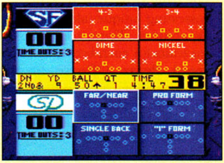

PROFILES
SF
DEFENSIVE BACKS

No.	Pos.	Spd	Cov	Int	Tkl
25	LCB1	13	13	9	11
47	LCB2	13	11	7	11
36	RCB1	12	12	8	10
22	RCB2	13	7	4	8
28	FS	13	5	3	12
46	SS	12	15	7	14
33	FS2	10	3	2	8
38	SS2	10	3	3	7

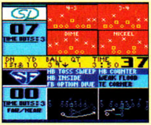
A:OK
↑/↓:Category ←/→:Other Team


SUBSTITUTIONS
OFFENSE
DEFENSE
FAR/NEAR
PRO FORM
SINGLEBACK
I-FORM
RUN★SHOOT
SHOTGUN
GOAL LINE
SHOTGUN
A: OK B: Cancel Start: Exit

MAKE THE PLAY OF THE DAY


SF
00
TIME OUTS: 3
4-3
3-4
DIME
NICKEL
DN YD BALL QT TIME
2ND& 9 50↑ 1 4:47
38
SD
00
TIME OUTS: 3
FAR/NEAR
PRO FORM
SINGLE BACK
"I" FORM

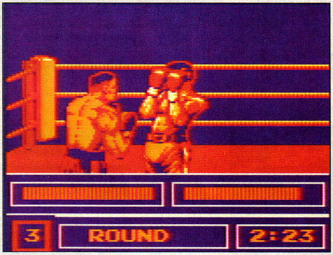
If you're leading near the end of regulation time, keep a close eye on the clock. If you're forced to turn over the ball late in the game, don't give your opponent the time to make a comeback. Select plays slowly, using up every second before the ball is snapped. Keep the ball on the ground and out of the hands of an eager zone defense. While this seems like common sense, many players ignore the clock, rush through their plays, and quickly turn the game over to the other team.

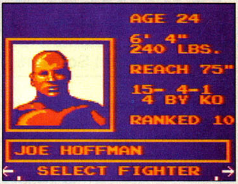

SD
07
TIME OUTS: 3
4-3
3-4
DIME
NICKEL
DN YD BALL QT TIME
1ST& 10 39↓ 1 3:50
37
SF
00
TIME OUTS: 3
FAR/NEAR
HB TOSS SWEEP
HB INSIDE
FB OPTION DIVE
HB COUNTER
WEAK FLOOD
TE CORNER

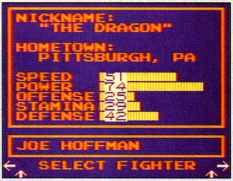
TOUCHDOWN
PASS TO #81
FOR 50 YARDS

FOREMAN FOR REAL

By Acclaim

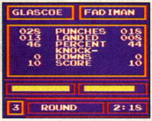



AGE 24
6' 4"
240 LBS.
REACH 75"
15- 4-1
4 BY KO
RANKED 10
JOE HOFFMAN

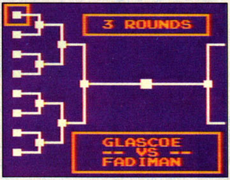

NICKNAME:
"THE DRAGON"
HOMETOWN:
PITTSBURGH, PA
SPEED 51
POWER 74
OFFENSE 25
STAMINA 29
DEFENSE 42
JOE HOFFMAN

Lace up your gloves and get ready to go a round or two in Acclaim 's Foreman For Real, a new title that serves up lots of variety. Select from two modes of play. You can opt to practice your fighting finesse in Exhibition mode or work your way up to a match with George Foreman in password-backed Tournament play. Matches can last from three to twelve rounds at three different skill levels. The best feature about the game is that you can choose from a large field of eighteen different boxers, each possessing unique talents and boxing abilities. There are five different traits for each boxer, including Speed, Power, Offense, Stamina and Defense. These qualities are assigned a score from 1-100. Peruse the lineup and select the fighter that best suits your boxing strategies. For all its variety, a few major drawbacks in Foreman For Real give the game a big glass jaw. While each boxer has a different portrait at the start of a match, they all look the same in the ring except for George Foreman, who looks nothing like himself. The lack of play control is the most frustrating aspect of this game. Your button commands are delayed and your boxer won't throw a punch until half a second after your command, making it next to impossible to exploit a momentary weakness in your opponent. The moves, when they do work, are outlined in a detailed quick reference chart that takes up an entire page of the instruction manual. What? You LOST your instruction manual? You might as well lie down and let the referee count you out. In the thin field of boxing games for Game Boy, Foreman For Real coulda been a contender, but because of poor play control, most players might find it down and out for the count.

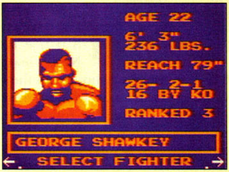
> **"...practice sparring or work your way up to a match with George Foreman in Tournament play..."**



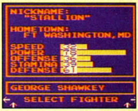
GLASCOE		FADIMAN
028	PUNCHES	018
013	LANDED	008
46	PERCENT	44
0	KNOCK-DOWNS	0
10	SCORE	10



TALE OF THE TAPE

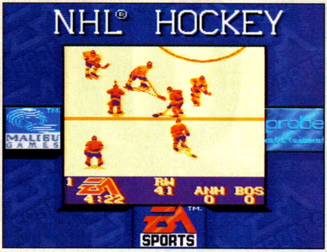

AGE 22
6' 3"
236 LBS.
REACH 79"
26- 2-1
16 BY KO
RANKED 3
GEORGE SHAWKEY

Who's the best in Foreman For Real? George Foreman, of course. Since you can't select Big George in Tournament mode, the next best option is to review all of the statistics for each boxer. While browsing through the list, press Down to review the vital statistics of each contender. Each skill is rated from 0-100, and you should pay close attention to Speed, Offense and Stamina. The boxer for beginners is Keith "Hammerhead" Glascoe. Keith is ranked first and is a well balanced contender.


NICKNAME:
"STALLION"
HOMETOWN:
FT WASHINGTON, MD
SPEED 32
POWER 78
OFFENSE 36
STAMINA 39
DEFENSE 61
GEORGE SHAWKEY

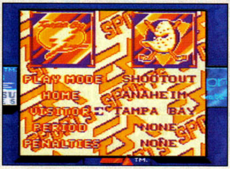
NHL HOCKEY HITS THE ICE

By Malibu Games

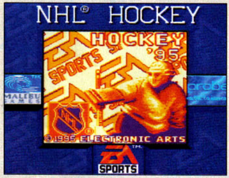


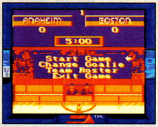
Sharpen your skates and grab your stick! Electronic Arts and Malibu Games hit the ice this fall with the best hockey game ever to debut on Game Boy! This game is packed with many of the details and features of the best-selling NHL '94 and NHL '95 Super NES Game Paks. All the NHL teams and logos are here, and the teams play according to the strengths and weaknesses they showed during the 1994 hockey season. Follow every check and goal from the overhead perspective of the puck. If you can't find your players (perhaps they were overcome by Zamboni fumes), press the B Button to switch to the teammate closest to the puck. The game has an option for player substitutions, although some hockey enthusiasts might be disappointed to find that the names of the actual NHL players have been changed to protect the innocent or hopelessly lame. No, you don't have an option to change the names of the players—quit whining and get over it. Players can select from a variety of scoring and passing methods, including Wrist Shots, Slap Shots, One Timers and Drop Passes. While graphically rich in detail, the software suffers from moments of jerky slowdown, although most players won't notice after a few minutes of game play. Despite its shortcomings, NHL Hockey checks its Game Boy hockey predecessors into the boards, through the glass, and three rows up into the bleachers.

> **"...NHL Hockey checks its Game Boy predecessors through the glass"**



PLAY MODE SHOOTOUT
HOME ANAHEIM
VISITOR TAMPA BAY
PERIOD NONE
PENALTIES NONE

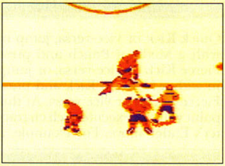




ANAHEIM 0
BOSTON 0
5:00
Start Game
Change Goalie
Team Roster
Exit Game

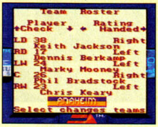
1
5:00
ANH BOS
0 0

HAT TRICK MATERIAL



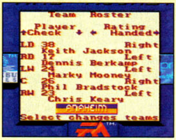
1
4:50
ANH BOS
0 0

NHL Hockey gives players a variety of methods for stuffing the puck between the posts. You can accomplish a Wrist Shot by quickly tapping the A Button. While slower than a Slap Shot, a close range Wrist Shot is more accurate and harder to stop. Slap Shots are a favorite among beginners.



Team Roster
Player Rating
←Check ← → Handed→
LD 38 Keith Jackson Right
RD 17 Dennis Berkamp Left
LW 24 Marky Mooney Left
C 26 Phil Bradstock Right
RW 23 Chris Keary Left
ANAHEIM
Select changes teams

You can execute a Slap Shot by pressing and holding down the A button before you release it. The longer you hold down the A button, the faster (and wilder) the Slap Shot will be. Give the Slap Shot some altitude by holding Down or Up on the Control Pad as you release the A Button.

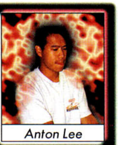


Team Roster
Player Rating
←Check ← → Handed→
LD 38 Keith Jackson Right
RD 17 Dennis Berkamp Left
LW 24 Marky Mooney Left
C 26 Phil Bradstock Right
RW 23 Chris Keary Left
ANAHEIM
Select changes teams

COUNSELORS' CORNER

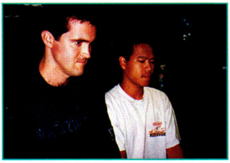
KILLER INSTINCT

OUR RESIDENT KI EXPERT TAKES CENTER STAGE


Anton Lee

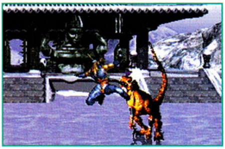
With the forthcoming release of the arcade hit, Killer Instinct for the Super NES, we asked our resident KI expert, Anton Lee, to assist us this month with a few questions regarding the game. Anton's name is familiar to most KI fans. He frequently answers KI questions in chat sessions at Nintendo's Power Source area on American On-Line (keyword: NOA).

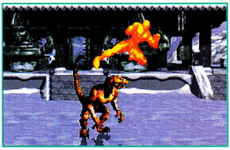
Anton is a familiar face at Nintendo's KI arcade machines. Anyone up for a game?

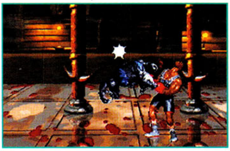

Anton gives NP writer Terry Munson a few humiliating tips for the KI Player's Guide.

WHAT IS A JUMP-IN COMBO?

A jump-in combo is an opening combination attack that you must begin while your character is in mid-air. There are only three different ways to begin a jump-in combo: Jump in with a Quick Punch and press Quick Kick or vice-versa, jump in with a Medium Punch and press Fierce Kick or vice-versa, or jump in with a Medium Kick and press Fierce Punch or vice versa. At this point you can execute each character's Ender move. For example, a jump-in combo for Glacius is Jump, Medium Punch, Fierce Kick, Down, Down/Toward and Fierce Kick. Check out other jump-in combos in the new Nintendo Power Killer Instinct Player's Guide, now available.


Jago jumps in with a Quick Knee. Follow with a Quick Punch for a four hit Super Combo!


Cinder springs in with a Fierce Kick and completes his combo with a Medium Punch. Ouch!


Sabrewulf pounces with a Fierce Punch and immediately claws with a Medium Kick.

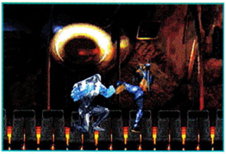
Super NES

KILLER INSTINCT

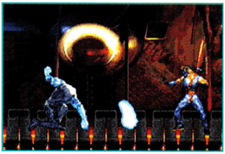
HOW DO I BEAT THE COMPUTER JAGO?

Anton Lee

The computer-controlled Jago can quickly knock you out of the game unless you know a killer strategy. Typically the computer uses a lot of weak, quick attacks and advances, that don't leave you the room you need for your favorite combination attacks. Play defensively. Push Jago away with a series of Medium Kicks then brush him back with a projectile.



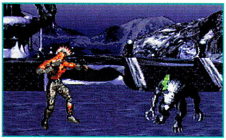
A CPU controlled Jago nails players with a ton of quick attacks. Play defensively.



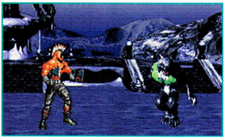
The computer player has a problem blocking projectile attacks. Fire away and win.

HOW DO I EXECUTE THUNDER'S HUMILIATION?

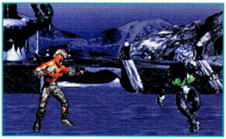
Chief Thunder's Humiliation move seems easy enough to execute (Down, Down, Toward and a Quick Kick), but many players find themselves tripping up on the latest dance steps. Thunder's Humiliation move requires you to be a specific distance from you and your opponent when you press the buttons. Stand approximately one and a half body lengths away from your reeling foe and quickly tap out the button sequence. Your defeated opponent should be a dancing fool in no time.



KI Humiliation moves are a kinder and gentler alternative to bloody Danger moves.



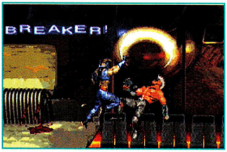
Try standing one and a half body lengths away from your foe and enter the Humilation move.



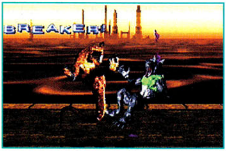
Your expertise pays off. Enjoy the entertainment.

HOW DO I DO A COMBO BREAKER?

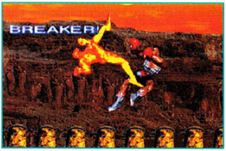
Combo breakers stop any special attack that has three or more hits. All KI characters possess a move that doubles as their combo breaker. You must time and select the appropriate strength attack (Quick, Medium or Fierce) to counter your opponent's combination. If your opponent executes a combination starting with a Quick Punch or Quick Kick, your combo breaker must include a Fierce strength button. Medium strength attacks are broken with a Quick strength button, and a Fierce strength attack is smashed by Medium strength button. Beginners often use Fierce attacks in their favorite combinations, so be ready with Medium c-c-c-combo breaker!



Thunder hits with a Fierce Triplax but Jago sends him flying with a Medium breaker.



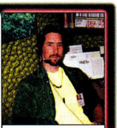
Sabrewulf rolls in with a rampage but Riptor breaks him with a Fierce Kick breaker.



T.J. Combo tumbles in with a Medium Punch but Cinder burns him with a Quick breaker.

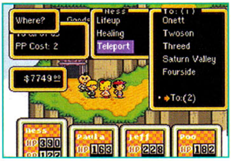
Super NES

EARTHBOUND

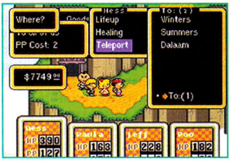

Travis Van Marter

WHY CAN'T I TELEPORT TO DALAAM?

Actually, you can teleport to Dalaam. Many players forget to scroll down their growing list of teleportation destinations, omitting some choice places to visit. Once you obtain the Teleportation spell, each town you visit is added to your destination list. If you've visited Dalaam and have the Teleportation Spell, scroll through your list of cities until you find it.


Where?
PP Cost: 2
Ness
Lifeup
Healing
Teleport
To: (1)
Onett
Twoson
Threed
Saturn Valley
Fourside
To:(2)
$7749.00
Ness
Paula
Jeff
Poo

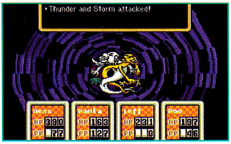
Teleport to Dalaam after you pick up the teleportation spell.


Where?
PP Cost: 2
Ness
Lifeup
Healing
Teleport
To: (2)
Winters
Summers
Dalaam
To:(1)
$7749.00
Ness
Paula
Jeff
Poo

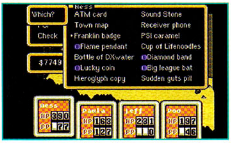
Your teleportation list grows as you explore more cities—be sure to scroll through it.

HOW DO I DEFEAT THUNDER AND STORM?

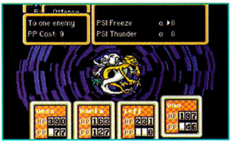
Thunder and Storm are a shocking surprise, but a well-equipped party can short-circuit their attack. The Franklin Badge blocks and reflects lightning attacks, although most players dump this item at Escargo Express after they defeat Mr. Carpainter. Thunder and Storm dislike cold—give them the cold shoulder with a Freeze Spell or two. Finally, make sure your levels are high enough to survive the Cave of the Pink Cloud. Your characters' levels should be around 46.


•Thunder and Storm attacked!

Thunder and Storm's high voltage touch fries more than an few EarthBound parties.


Which?
Check
$7749
Ness
ATM card
Town map
•Franklin badge
Flame pendant
Bottle of DXwater
Lucky coin
Hieroglyph copy
Sound Stone
Receiver phone
PSI caramel
Cup of Lifenoodles
Diamond band
Big league bat
Sudden guts pill

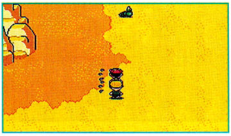
The Franklin Badge is a great item for reflecting any lightning based attacks.


Offense
To one enemy
PP Cost: 9
PSI Freeze α
PSI Thunder α

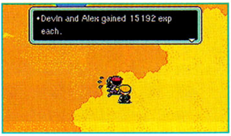
The electric duo disdain the cold weather. Chill them out with the Freeze Spell.

WHERE IS A GOOD AREA TO BUILD LEVELS?

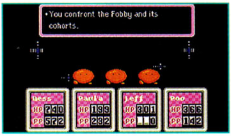
While the best areas to build experience depend on where you are in the game, defeating certain creatures quickly boosts your levels. The two monsters to hunt for while building experience are the Criminal Caterpillars and Fobbys. Criminal Caterpillars are green bugs wandering the desert west of Fourside. The insects are worth 10,000 experience points each. Look for Fobbys strolling around the Belch Base and deep within Lumine Hall. If you're callous enough to defeat these cute little guys, you'll pick up 4,500 experience points per Fobby. Replenish the Fobby herds by temporarily leaving their habitats.



Stomp on a few Criminal Caterpillars in the desert west of the city of Fourside.


•Devin and Alex gained 15192 exp each.

These lousy larvae are worth 10,000 experience points each. A Fobby is worth 4,500.


•You confront the Fobby and its cohorts.

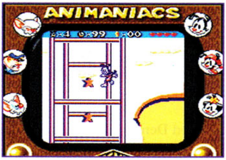
Look! It's a cute little Fobby! Fobbys are extremely vulnerable to Fire and Lightning.

ANIMANIACS

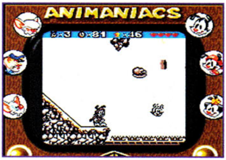
Sandrine McFadden

HOW CAN I BUILD UP MORE LIVES?

You can build up additional lives in Animaniacs by collecting the stars found throughout the levels. For every one hundred stars you collect, you receive one extra life. Keep a sharp eye out for bonus life items hidden throughout the game. Bonus life items are sometimes hard to reach, so remember the skills each character possesses and use them wisely.



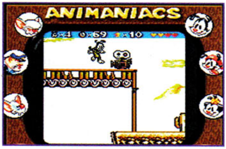
Need more lives? Collect all of the stars scattered throughout each level in Animaniacs.



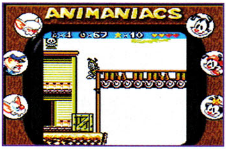
Bonus life items give you extra lives. Try using all the characters to reach difficult items.

HOW DO I GET PAST THE STUDIO TWO BRIDGE?

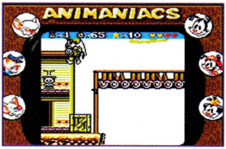
A movie camera blocks the end of a bridge at Studio Two. This problem perplexes more than a few aspiring Animaniac stars. Select Wacko (the guy with the sledgehammer) and walk left to the end of the bridge. In the upper left-hand corner of the screen is a Skull and Crossbones icon. This is a common problem area—the bridge has a movie camera on the far right blocking the path of the character. As Wacko, jump and swing the hammer (at the same time) at the Skull and Crossbones picture in the upper left corner of the screen. This reveals a switch that automatically lowers the bridge.



Feeling a tad bit camera shy? This camera test flunks more than a few aspiring actors.



Hint time! Look up in the left-hand corner and you'll see a Skull and Crossbones icon.



Use Wacko and his heavy hammer to jump and break the Skull and Crossbones icon.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

MADDEN NFL '95

Q: What are the best teams?
A: San Francisco, Dallas, Minnesota, Miami and Pittsburgh.

Q: Can you trade players between teams?
A: Nope.

Q: Can I erase the World Records?
A: Nope.

PRIMAL RAGE

Q: Why won't the game fatalities work?
A: Enter the Options Menu and change the Game Gore setting to "Y."

Q: How do I complete the game in One-Player mode?
A: Enter the Options Menu and reset the Difficulty Level to "10." Double check your Game Gore setting and make sure it is on "Y." Now you can complete the game and see the ending!

NHL HOCKEY '95

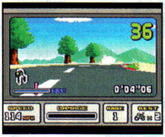
Q: Why can't I tie in Playoff Mode?
A: Tied playoff games end only after sudden death overtime. You can tie during regular season games.

Q: If my favorite team loses in the first round of playoffs, can I try with that team again?
A: Yes, but only if you return to the Options screen and select "N Playoffs" (New Playoffs).

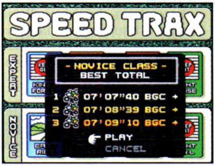
The Power Players' ARENA

PRO VS. PLAYER

STUNT RACE FX



Stunt Race FX Speed Demon Brent, a game counselor in Nintendo's Call Center, raced through the Novice Mode of Speed Trax with a time of 7:07:40! This seems pretty fast, but we peeked over Brent's shoulder and STOLE a couple of his secrets! Make sure you choose the motorcycle and use the first-person perspective! The top ten players who beat Brent's time receive four Power Stamps!



SPEED TRAX

- NOVICE CLASS -
BEST TOTAL
1 07'07"40 BGC
2 07'08"39 BGC
3 07'09"10 BGC
PLAY
CANCEL

PLAYER VS. PLAYER

AEROBIZ SUPERSONIC

OCT. 1985
NetLink
$76940

Tokyo
CASH $19438980K

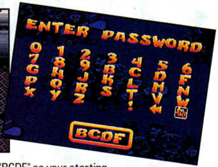
It's time to take to the sky and dominate the airline industry! Sixty-one year old Dale Small of Alba, Missouri, worked his way to the top and finished the game with a revenue of $74,279,740K! How high can your airline fly? The top ten scores jet away with four Nintendo Power Stamps.

Do you have what it takes to fly with the best? Send in your top earnings!

POWER CHALLENGE

ZOMBIES ATE MY NEIGHBORS

Zombies, and other hideous fiends, have invaded mild-mannered suburbia! Armed with a water gun, 3-D glasses and your good looks (okay, just a water gun and 3-D glasses), it's up to you to rescue all of your neighbors. Run up a high score as you fight to save the world. The top ten ridiculously high scores win four Power Stamps!



Want a super high score? Enter "BCDF" as your starting password and you'll find an extra bonus stage!

ENTER THE ARENA!

Be sure to include your name, address and Member Number on the back of your photo when you send in your entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than November 15, 1995 to qualify for the Power Stamp prizes. The players who best complete a Challenge receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Nintendo Power Staff determine the selection of printed scores. Address your entries to:

POWER PLAYERS' ARENA
P.O. BOX 97033 REDMOND, WA 98073-9733

THIS MONTH'S WINNERS FOR:

HOT SCORES

NHL '95

Top Record Holders

Best Winning Percentage:

David Neufeld - Rosemary, AB	100%,(37 wins)
Jeremy Sigall - New York, NY	100%, (31 wins)
Anthony Holan - Splendora, TX	100%, (21 wins)
Mike Lanzalotti - Williamstown, NJ	86

Most Goals:

Richard English - Lakewood, CA	352
Jeremy Sigall - New York, NY	176
Brendan Dennis - Bloomfield Hills, MI	147
Raul Menendez - Miami, FL	120
Anthony Sacks - Seaford, NY	84

Most Saves:

Samuel Bledsoe - Lewisburg, TN	4,095
Jeremy Sigall - New York, NY	4,095
Jason Soldat - Chicago, IL	57
Anthony Holan - Slendora, TX	23

SUPER STREET FIGHER II

Top Ten Outrageous Scores

Jared Bake - Parma, ID	9,999,999
Trey Fagg - Alvin, TX	9,999,999
Robert Hayes - Long Beach, CA	9,999,999
Christian Musk - San Antonio, TX	9,999,999
Patrick Oster - Gurnee, IL	9,999,999
Nick Sendelbach - Tempe, AZ	9,999,999
Sean Sullivan - Middlebury, CT	9,999,999
Carl Wilkinson - Renton, WA	9,999,999
Eddy Mierzwa - Bradford, CT	9,999,911
Jason Ravera - Baltimore, MD	9,730,389

POWER CHALLENGES

DONKEY KONG COUNTRY
MOST BONUS STATUES

Winky Bonus Stage

BRIAN/STEVEN ZARENO	CARSON CITY, NV	999
JAN-MICHAEL OLORGA	PANORAMA CITY, CA	966
MATTHEW WACH	DAVENPORT, IA	963
JARED BUNN	CEDARTOWN, GA	960
JUSTIN BOUCHARD	EDMUNDSTON, NB	957

EXPRESSO BONUS STAGE

JEAN-FRANCOIS BARRETTE	SHERBROOKE, PQ	999
CHRIS ESTES	BATESVILLE, AR	999
ROBERT FIGUEREO	NEW YORK, NY	999
JASON KIMBALL	ELKLAND, MO	999
MON SOO PARK	FORT LEE, NJ	964

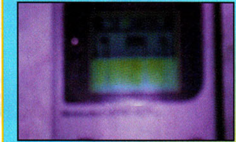
ENGUARDE BONUS STAGE

JAMES HURLEY	VISALIA, CA	938
MICHAEL HURLEY	VISALIA, CA	926
ROBERT HAYES	LONG BEACH, CA	868
SUSAN GEMMA	CARY, NC	873
SHANNON PETERSON	LA CENTER, WA	854

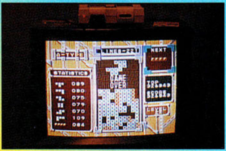
RAMBI BONUS STAGE

JAN-MICHAEL OLORGA	PANORAMA CITY, CA	858
JAMIE BORZYCHOWSKI	NIAGARA ON THE LAKE, ON	817
BRIAN MERCURIO	SIMI VALLEY, CA	811
DAVID MCWILLIAMS	MINNEAPOLIS, MN	805
ADRIAN ZARENO	CARSON CITY, NV	792

WHAT IS IT?!



Does the world look like this when you get up in the morning? Remember to focus your camera before you take your shot.

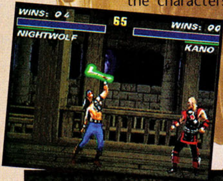


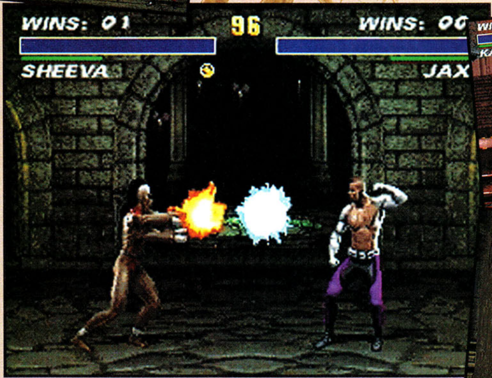
Mary L. Herrmann of Pine Hill, N.Y. sent in this stellar shot. Great photo!

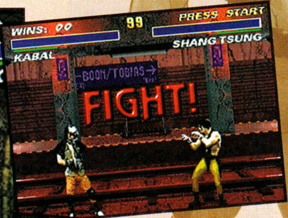
Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES, first move your system near your television so you can get a photo of both the system and high score at the same time. Dim the lights in the room a little bit, then take a few photos without a flash. When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, get a life, quit cheating, and try again without one.

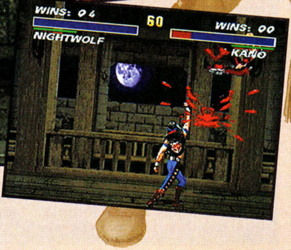
MORTAL KOMBAT 3

One of the best tournament fighters ever is warming up for its scheduled release sometime in October. (Be sure to catch the November issue of Power for full coverage of MK3 including special Kombat Kodes and a super secret Stealth Mode code.) The big question everyone has been asking is how does the Super NES version stand up to the original. And the answer is, very well, indeed. With all the characters and moves, including animalities, excellent graphics that look much sharper than MKII, and the Kodes that give MK3 so much variety, this version could hardly be better. (If you've been thinking about buying a Playstation for MK3, forget it. Save your money and get the Super NES version. It plays just as well and looks nearly as good.) You can choose your own destiny as a Novice, Master or Warrior and the option settings include difficulty levels and a handicap function to even things up. In spite of the handicapping, even warrior-level players will find this to be a challenging game when facing the computer.


WINS: 04
65
WINS: 00
NIGHTWOLF
KANO

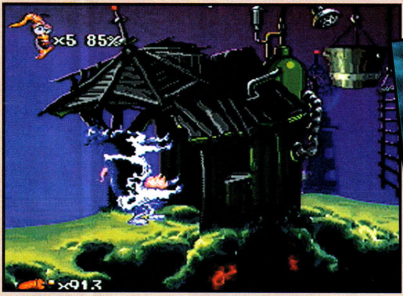

WINS: 01
96
WINS: 0
SHEEVA
JAX

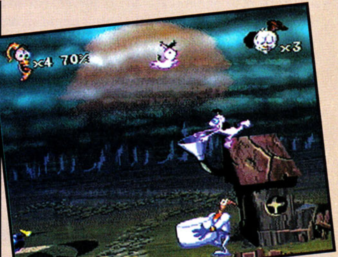

WINS: 00
99
PRESS START
SHANG TSUNG
KABAL
BOON/TOBIAS →
FIGHT!

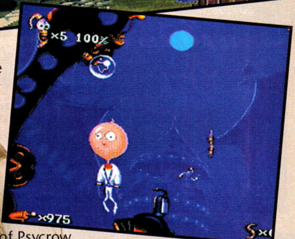

WINS: 04
60
WINS: 00
NIGHTWOLF
KANO

WILLIAMS ENTERTAINMENT

Earthworm Jim 2

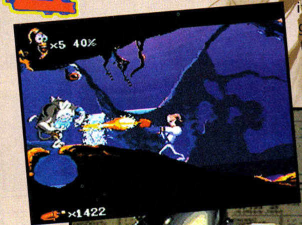


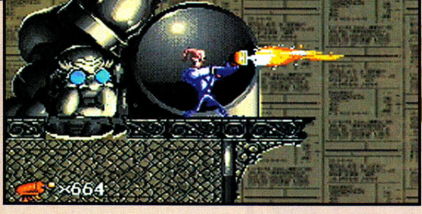




PLAYMATES

At Pak Watch, we take our hats off—no, we take our entire heads off—to Playmates and Shiny Entertainment for a fantastic job on Earthworm Jim 2. What's so special? Jim's second adventure includes such traditional family fun as alien cow snatching, the Snott swing, puppy tossing, races with pigs, bare-back rocket riding and a worm in love. Yes, Jim has fallen hopelessly for Princess Whats-Her-Name, and she has fallen witlessly into the feathered clutches of Psycrow. Jim's epic chase spans planets and stretches credibility like a worm made out of elastic, but it all snaps back into place with a howlingly good slap like a giant wedgie. In EJ2, the demented but talented development team pulls out all the stops, plugs, power chords and any hint of socially redeeming values and throws them into the trash. What's left behind is a hilarious, outrageous action game set to the most ironic mix of music ever heard on the Super NES. The action includes Jim jumping (with great accuracy this time around), shooting (with a huge assortment of automatic poppers), grunting (who wouldn't grunt while hefting a cow), and exploring all sorts of weird places including a circus filled with horrifically bad performers and a place where puppies splat if you don't bounce them off a marshmallow. If you want more than that, you'll just have to buy the game this November.

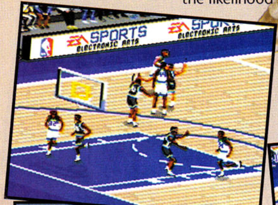


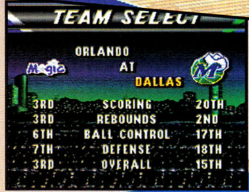


NBA LIVE '96

EA SPORTS

EA Sports begins another quest for a championship season with its fall lineup that includes NBA Live '96, Madden '96 and FIFA '96. Live '96 picks up where Live '95 left off last year—with great action in a superbly playable interface. The interface hasn't changed, although the animation has been improved a bit. New features include the freedom to create teams by trading players, two new NBA franchises and the ability to play or simulate any game within an 82 game schedule. The number of features overall in this and the other games is incredible. For players who like to set up their own teams, and run them from the bench as well as the playing field, EA Sports gives them all the tools they'll ever need. In NBA Live '95, you can even set the likelihood of a ref whistling you for a foul. Now that's detail. Madden '96 exhibits the same attention to detail as NBA Live '96. Excellent graphics and AI. Tons of options. NFL licenses and more. Gridiron fans won't want to miss next month's Sports Scene for the scouting report.

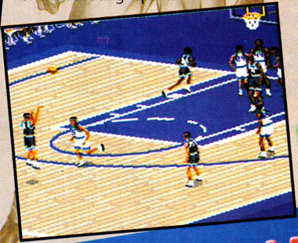




TEAM SELECT

ORLANDO
Magic AT
DALLAS

3RD	SCORING	20TH
3RD	REBOUNDS	2ND
6TH	BALL CONTROL	17TH
7TH	DEFENSE	18TH
3RD	OVERALL	15TH



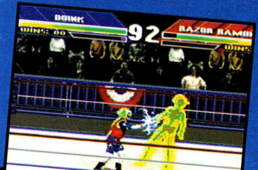
PAK WATCH EXCLUSIVE

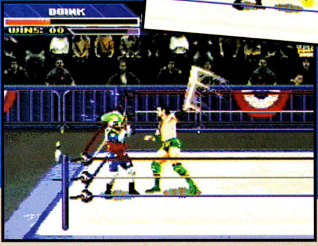
FIRST LOOK

THE WWF: ARCADE GAME

acclaim

Another hot arcade license will follow in the footsteps of MK3, NBA Jam T.E. and KI in coming to the Super NES this year. This time it's the recently released (in the arcades) WWF: The Arcade Game. For those of you who were disappointed with WWF Raw, The Arcade Game features a whole new style of play that more closely matches the hottest arcade fighters such as MK3 and KI. The reason that the old WWF games got old so fast was the lack of play control. Not so with WWF: The Arcade Game. The special moves may look wild, but they are controllable, as well. Acclaim hopes to have the Super NES version up and running and out on the street by the end of the year.





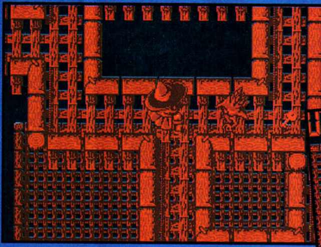
PAK WATCH

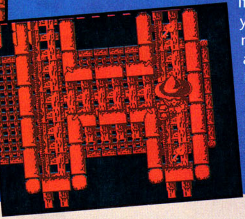
EXCLUSIVE

FIRST LOOK

JACK BROS.

The Jack Bros. have to race home before the stroke of midnight. So what's stopping them? Locked doors. Armed enemies. 3-D Mazes. Atlus' first Virtual Boy title creates a nightmarish action game in an overhead perspective. These exclusive shots of the game in development show each of the main characters. The game involves racing through mazes to find keys while the clock counts down. If you find all the keys, you can drop down to the next level, but enemies attack your Jack just to keep things interesting. Jack Bros. should be released in late October or November.



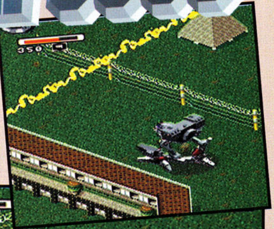


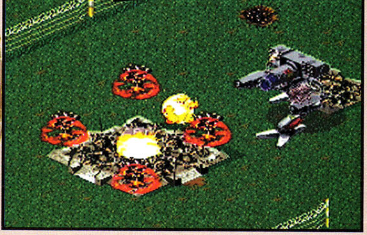
atlus

MECHWARRIOR 3050

ACTIVISION

The future may not turn out to be a very friendly place, but it may be pretty exciting. More than one thousand years from now, people may land on distant planets wearing what amounts to a battletank. Activision's Mechwarrior 3050 for the Super NES was entitled Battletech while still in development, and the Battletech universe is still the background for this game. Unlike the previous Mechwarrior, Mechwarrior 3050 takes place in an overhead view removed from the mech unit. Players control both the direction of the mech and its turret section separately, meaning that you can walk in one direction while shooting in another direction. Missions unfold a lot like missions in the Strike series of chopper attack games from EA. Enemy mechs stalk the target areas while you blow up facilities using a wide range of weapons. It's very tough, but for grizzled mech veterans, the challenge is everything. Activision should release the game by late October.

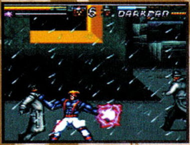




INSIDER UPDATE

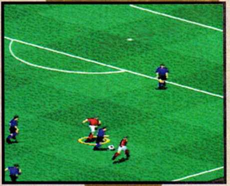
WILDC.A.T.S.

The cats in *WildC.A.T.S.* stands for Covert Action Teams, a group of super aliens who are trying to save earth from the ravages of the Daemonites. Based on the WildC.A.T.S. comic book, the Super NES game from **Playmates** includes 11 levels of side-scrolling fighting action along the lines of Final Fight or Sonic Blast Man. The player takes on the role of one of three WildC.A.T.S.—Spartan, Maul or Warblade—for different stages of the game. Void helps out with communications and teleportations as the team closes in on Helspont.



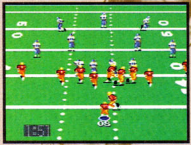
FIFA '96 SOCCER

Up to five players can get their kicks playing **EA Sports** latest soccer extravaganza—*FIFA '96* for the Super NES. As always, good animation and smart AI make this FIFA experience about as real as having a screaming soccer hooligan in your face. EA Sports has refined the graphics for this year's international soccer sequel including animated cheering fans and injured players writhing in agony. That may not add much to the game, but the options include being able to set your defensive and offensive strategies and coverage, which is useful. Although the animation seems a bit disjointed at first, the flow of the game and the speed of the players moving on the pitch seems realistic. The AI truly shines. Computer controlled players move realistically and strategically. This may be the best feature of FIFA '96. Unfortunately, the version we received at Pak Watch had some seriously extraterrestrial bugs, so we couldn't try all the options. The bugs will be cleaned up before release and Sports Scene will cover the final version next month. With any luck, we'll be able to show you **Konami's** *International Superstar Soccer 2*, as well. The early version we saw of that looked very promising.



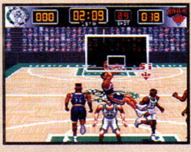
EMMITT SMITH FOOTBALL

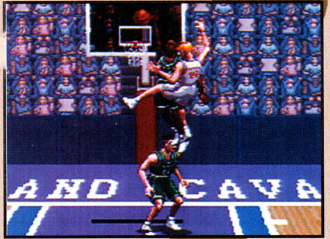
The all-star running back for the Dallas Cowboys placed his stamp of approval on **JVC's** upcoming *Emmitt Smith Football* for the Super NES. Our sources in the NFL revealed that Emmitt was most impressed with the special play-making option of the game. This feature allows you to custom design and save up to 60 plays, both offense and defense, then use them against real or computer opponents. Very cool. Although the game doesn't contain any NFL licenses, it includes Emmitt's comments throughout the game. Don't miss the Sports Scene review next month where you'll get the final score.



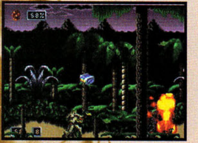
NBA-GIVE 'N GO

You probably know this game by the arcade title, Run 'N Gun—the heir apparent to the *NBA Jam* title of awesome arcade basketball games. Now renamed *NBA-Give 'N Go*, the Super NES version recreates the action from the arcades. The game includes five-on-five action with real teams, stats and players from the NBA. It also features large characters unlike more traditional b-ball games such as *NBA Live '96*. The action was great in the pre-release version, but we'll check in again once we have the final game in hand.

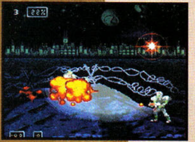




MUTANT CHRONICLES: DOOMTROOPERS

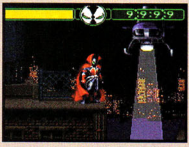


From the role-playing world to the Super NES is not such a great distance, as *Mutant Chronicles* proves. This bloodbath in video game disguise places you in the body armor of Mitch Hunter or Max Steiner—two DoomTroopers whose mission it is to clean up the solar system from the presence of Algeroth's evil alien forces known as the Dark Legion. The missions drop you on planets swarming with heavily armed enemies. The game has a definite Contra feel, but without the variety or sharpness of play control. Plentiful power-ups along the way keep Mitch or Max alive, armed and angry. The game wasn't rated at the time of this preview, but we'll look at Mutant Chronicles again next month to see how it fares.



SPAWN and TRAX

Acclaim continues to acquire a wide range of Super NES games, all of which should be released by the holidays. Two of the latest buys are *Spawn*, purchased from **Sony Imagesoft**, and *Dirt Trax FX* purchased from **Electro Brain**. Power already covered Dirt Trax FX in Volume 73. It's a wild, two-player dirt bike experience super-powered by the FX^2 chip. Spawn is based on the popular comic book series, but the game itself falls into a pretty standard scrolling fighter pattern with simple AI and limited moves. Fans of the comics may find the story interesting, but gamers looking for adventure might want to keep looking.



RELEASE FORECAST

Super NES

Big Sky Trooper	Fall '95
Boogerman	Fall '95
Breath of Fire 2	Fall '95
Cutthroat Island	Fall '95
Donkey Kong Country 2: Diddy's Kong Quest	Fall '95
Earthworm Jim 2	Fall '95
Emmitt Smith Football	Fall '95
FIFA '96 Soccer	Fall '95
Frank Thomas: "Big Hurt" Baseball	Fall '95
Gargoyles	Fall '95
Madden '96	Fall '95
Mechwarrior 3050	Fall '95
Mega Man X3	Fall '95
Mortal Kombat 3	Fall '95
Mutant Chronicles	Fall '95
NBA Live '96	Fall '95
Pocahontas	Fall '95
Revolution X	Fall '95
Secret of Evermore	Fall '95
Spawn	Fall '95
Super Mario RPG	Winter '96
Tecmo Bowl III: Final Edition	Fall '95
Urban Strike	Fall '95
Wayne Gretzky & NHLPA All-stars	Fall '95
Whiz	Fall '95
WildC.A.T.S.	Fall '95
WWF: The Arcade Game	Fall '95
Yoshi's Island	Fall '95
Zoop	Fall '95

Virtual Boy

Jack Bros.	Fall '95
Wario Cruise	Fall '95
Waterworld	Fall '95

Game Boy

Aladdin	Fall '95
Earthworm Jim 2	Fall '95
Killer Instinct	Fall '95
Mortal Kombat 3	Fall '95
Return of the Jedi	Fall '95
Zoop	Fall '95

COMING NEXT ISSUE

November 1995 Volume 78

SELECT YOUR FIGHTER
KOMBAT ZONE: THE TEMPLE

WINS: 09
96
PRESS START
SHEEVA
SHEEVA

WINS: 00
88
PRESS START
STRYKER
SHEEVA

WINS: 00
80
PRESS START
NIGHTWOLF
SHANG TSUNG

MORTAL KOMBAT 3

The talk of the arcades comes to the Super NES next month complete with a slew of new characters, including Striker, Nightwolf, Sindel and Smoke, and they have all the Fatalities, Babalities and Animalities that made the original a famed fighter.

Electronic Arts' Sports Lineup

Next month's Sports Scene features Electronic Arts' powerful lineup for the coming year. NBA Live '96, Madden '96, NHL '96 and FIFA '96 all make the cut.

Spider-Man & Venom: Separation Anxiety

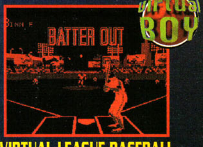
Secret of Evermore

Full coverage of Square Soft's latest adventure begins in November! You'll get an in-depth look at the first half of what promises to be this fall's most engrossing game.

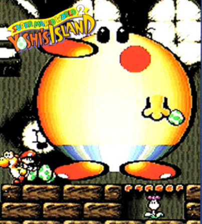
Hey! Don't chew on tho wires!

BLASTER 9 HITS
SABREWULF
84
THUNDER

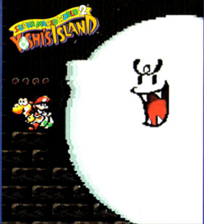
KILLER INSTINCT FOR GAME BOY


virtual BOY
BATTER OUT

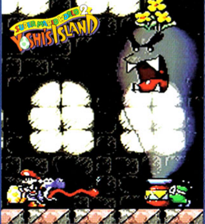
VIRTUAL LEAGUE BASEBALL


SUPER MARIO WORLD 2 YOSHI'S ISLAND

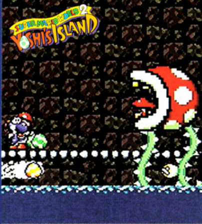
BASHFUL BURT


SUPER MARIO WORLD 2 YOSHI'S ISLAND

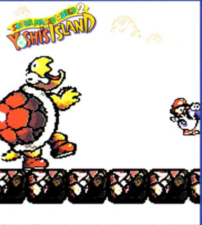
BIGGER BOO


SUPER MARIO WORLD 2 YOSHI'S ISLAND

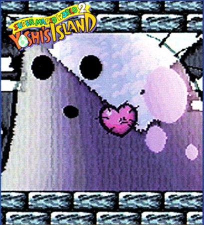
THE POTTED GHOST


SUPER MARIO WORLD 2 YOSHI'S ISLAND

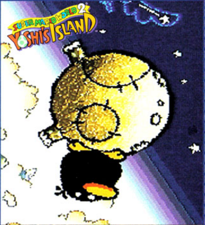
NAVAL PIRANHA


SUPER MARIO WORLD 2 YOSHI'S ISLAND

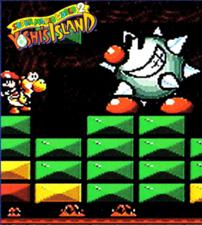
HOOKBILL THE KOOPA


SUPER MARIO WORLD 2 YOSHI'S ISLAND

SLUGGY THE UNSHAVEN


SUPER MARIO WORLD 2 YOSHI'S ISLAND

RAPHAEL THE RAVEN


SUPER MARIO WORLD 2 YOSHI'S ISLAND

TAP TAP THE RED NOSE

NAVAL PIRANHA

DESCRIPTION: Ravenous water plant. Will chow down on anything in sight but prefers a diet of dinos.

FAVORITE MOVIE: Little Shop of Horrors

HOW TO BEAT HIM: Ricochet your eggs off the wall. They'll skip over the water and whack Naval's stem. When he charges, jump over him. Wait until the pods he shoots hatch, then eat the eggs they produce.

NINTENDO POWER®

THE POTTED GHOST

DESCRIPTION: Aladdin would never rub this pot, because the genie inside has a mean streak a mile wide! He doesn't get around much -- his only means of transportation is two Shy Guys.

FAVORITE SAYING: "Faster, you fools, faster!"

HOW TO BEAT HIM: Push him until he falls off the ledge to the right. Avoid the blue fireballs he shoots at you. Keep pushing, because the little Shy Guys are keeping up the pressure, too!

NINTENDO POWER®

BIGGER BOO

DESCRIPTION: This hungry ghoul will keep getting bigger and bigger until he squishes you in a corner.

FAVORITE TV SHOW: Growing Pains

HOW TO BEAT HIM: Look away from his big mug and bounce your eggs off the wall. Five or six hits should burst Bigger Boo's bubble. If you need more eggs, eat the bats flying around the room.

NINTENDO POWER®

BASHFUL BURT

DESCRIPTION: An amateur dancer who likes to stay home and practice the latest steps.

FAVORITE SAYING: "Where's the mosh pit?"

HOW TO BEAT HIM: This bouncing boss can pound you to a pulp! Stay low in the hole in the floor and shoot your eggs up at an angle. The flower under the floor will provide you with egg ammo. Grab the eggs with your tongue, but watch out for Burt's big feet!

NINTENDO POWER®

TAP TAP THE RED NOSE

DESCRIPTION: Has nursed a secret grudge against Yoshis ever since junior high, when they were more popular with girls. Now seeks revenge.

FAVORITE HOME DECORATING TIP: "Lava lamps and a nice dino rug—I love it!"

HOW TO BEAT HIM: Knock out the colored blocks on which he stands by shooting eggs at them. Keep moving, because he'll try to hit you, too.

NINTENDO POWER®

RAPHAEL THE RAVEN

DESCRIPTION: His head may be in the clouds but his eye is strictly on Mario.

FAVORITE MOVIE: The Birds

HOW TO BEAT HIM: Pound the ground, pushing the posts through the globe and out the other side, where they'll ram Raphael. You'll have to hop around a lot to keep up with this nervous bird, especially after he goes ballistic and starts shooting fireballs.

NINTENDO POWER®

SLUGGY THE UNSHAVEN

DESCRIPTION: Big and blubbery. Hides out in his fort. Likes to slime dinos and baby plumbers.

FAVORITE MOVIE: The Blob

HOW TO BEAT HIM: Make sure you have a full supply of eggs before grappling with this gelatinous giant! Shoot enough eggs to rip open a hole to Sluggy's pink heart.

NINTENDO POWER®

HOOKBILL THE KOOPA

DESCRIPTION: High in the clouds above his castle, this turtle seeks a dinner of Yoshi on the half-shell.

FAVORITE FASHION TIP: "Tortoise-shell frames are *you*, baby!"

HOW TO BEAT HIM: Jump on Hookbill's head to make him cough up his eggs. When he stands on his hind legs, shoot him in the head, then power-dive on him when he falls on his back.

NINTENDO POWER®

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 61 (June '94): Disney's Beauty and the Beast, FireStriker, Clay Fighter: Tournament Edition, Spike McFang, SlamMasters, Fatal Fury 2, A.S.P. Air Strike Patrol, Super Loopz, Illusion of Gaia (preview), Donkey Kong (Game Boy), Monster Max, Stop That Roach.

Volume 62 (July '94): Super Street Fighter II, Breath of Fire, Disney's The Jungle Book, Liberty or Death, Tetris 2, Double Dragon V, Tarzan (Game Boy), Space Invaders, Jeopardy Sports!

Volume 63 (Aug. '94): Stunt Race FX, Lord of the Rings-Vol. 1, King of the Monsters 2, The Death and Return of Superman, An American Tale: Fievel Goes West, Sonic Blastman 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Itchy & Scratchy in Miniature Golf Madness, Robo Cop vs. The Terminator (Game Boy).

Volume 64 (Sept. '94): Mortal Kombat II, Super Bomberman 2, Pocky & Rocky 2, Blackthorne, Aerobiz Supersonic, Vortex, Shein's Revenge, Taz-Mania (Game Boy), The Making of Donkey Kong Country, Killer Instinct Preview.

Volume 65 (Oct. '94): Super Punch Out!!, Final Fantasy III, Maximum Carnage, Mighty Morphin Power Rangers (Super NES), Pac Man 2, Illusion of Gaia, Brain Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cruis'n USA preview.

Volume 66 (Nov. '94): Donkey Kong Country, Sparkster, Earthworm Jim, Final Fantasy III, Indiana Jones' Greatest Adventures, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (Game Boy), Killer Instinct preview, Mortal Kombat II codes.

Volume 67 (Dec. '94): Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Tin Star, Wario's Woods (NES), Samurai Shodown (Game Boy), Wario Blast (Game Boy), Casino Funpack (Game Boy).

Volume 68 (Jan. '95): The Lion King, Robotrek, The Adventures of Batman & Robin, Pitfall: The Mayan Adventure, Street Racer, Star Trek: Starfleet Academy, Animaniacs, NBA Jam (Game Boy), Daffy Duck: The Marvin Missions, Madden '95 (Game Boy).

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King (Part 2), Sports Scene, Wolverine, seaQuest DSV, Desert Strike: Return to the Gulf (Game Boy). Super Punch Out!!, Donkey Kong Land preview.

Volume 70 (Mar. '95): NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzalez, Tetris & Dr. Mario, Hagane, The Incredible Hulk, Bubsy II, King Arthur & The Knights of Justice preview, EarthBound preview.

Volume 71 (April '95): StarGate, Spider-Man: The Animated Series, Addams Family Values, The Lion King, Sports Scene, Mario's Picross, NBA Jam Code Special, Latest News on the Ultra 64, Banana Bucks, Secret of Evermore.

Volume 72 (May '95): Kirby's Dream Land 2, True Lies, Justice League Task Force, The Flintstones, Warlock, Porky Pig's Haunted Holiday, Fatal Fury Special, PGA European Tour, Mortal Kombat III Sneak Preview, X-Band Modem, Nintendo Power Online.

Volume 73 (June '95): WeaponLord, EarthBound, Star Trek: Deep Space Nine,
Dirt Trax FX, Super Turrican 2, Prehistorik Man, Jungle Strike, Rise of the Phoenix, SNES Killer Instinct Sneak Preview, Virtual Boy, Life Fitness, Ultra 64 revealed.

Volume 74 (July '95): Donkey Kong Land, Judge Dredd, Nosferatu, Jungle Strike, Animaniacs, Power Instinct, SWAT KATS, Power Rangers-The Movie, World Heroes 2 Jet, E3 Report, ACM Programming, Sports Scene, RPGs in Japan.

Volume 75 (August '95): Virtual Boy Special, Mario's Tennis, Galactic Pinball, Teleroboxer, Mario Clash, Yoshi's Island: Super Mario World 2, Street Fighter II, Phantom 2040, Ninja Gaiden Trilogy, Judge Dredd, Arcade Classics, Earthworm Jim, Chrono Trigger, Secret of the Stars, Digipen Game Programming College.

Volume 76 (September '95): Killer Instinct, Doom, Red Alarm, VB Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian, Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

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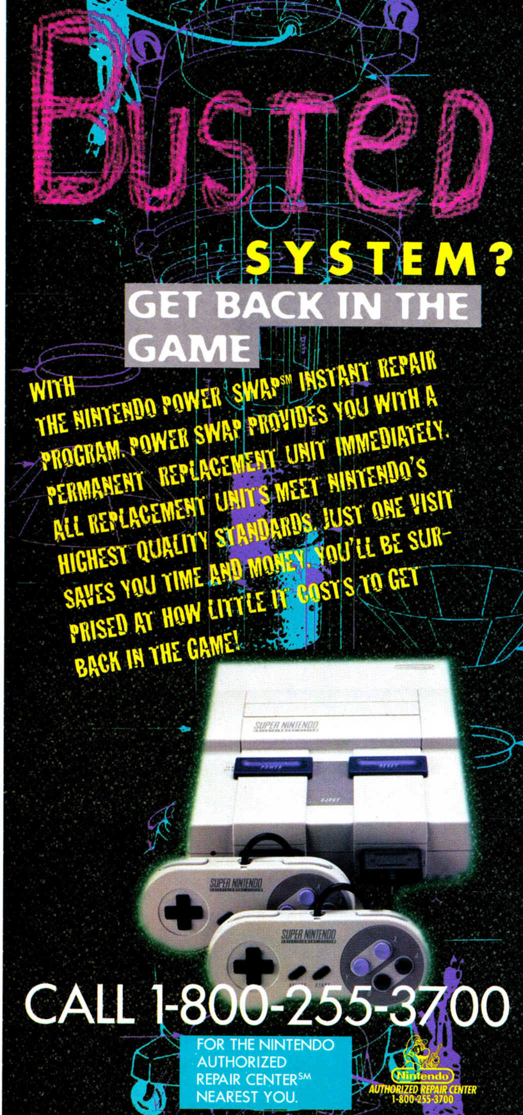

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